

HEADQUARTERS  
DEPARTMENT OF THE ARMY

**ARTEP 44-177-14-DRILL**



**Drills for the  
BRADLEY STINGER FIGHTING VEHICLE/  
LINEBACKER SQUAD**

**JUNE 2003**



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## PREFACE

1. Standardized drills are an essential element to the success of the Bradley Stinger Fighting Vehicle squad on the AirLand Battlefield. These drills provide performance measures and a collective sequential set of procedures that, when applied Army wide, will minimize the impact caused by turnover in personnel. These drills are for use by trainers at battery and platoon levels to train their squads to do the selected collective tasks correctly and rapidly. Drill training is an inseparable part of peacetime combat-oriented training, which improves proficiency in mission-oriented individual and collective tasks, maintains high combat readiness, and promotes cohesive teamwork and esprit de corps.
2. This drill publication is separated into chapters with applicable information to assist the squad leader in training his squad on drills and battlefield concepts.
3. The target audience for these drills includes leaders, trainers, and evaluators of BSFV/Linebacker platoons organized under TOEs.
4. The proponent of this publication is HEADQUARTERS TRADOC. Submit recommended changes to improve this publication on DA Form 2028 to: Commandant, United States Army Air Defense Artillery School, ATTN: ATSA-DT-WF Fort Bliss, TX 79916-3802.
5. Unless this publication states otherwise, masculine nouns and pronouns do not refer exclusively to men.

## CHAPTER 1

### UNIT TRAINING

1-1. General. The goal of training is to produce combat-ready units that respond rapidly to known or suspected enemy activity and defeat the enemy. Drill training is a key factor in achieving that goal. It describes a training method for small units. This method requires training individual tasks, leader tasks, and collective tasks before the conduct of critical wartime missions. Leaders should tailor training to realistic, challenging, and attainable goals, while increasing the difficulty of conditions as the unit becomes more proficient.

a. A battle drill is a collective action executed by a platoon or smaller element without application of a deliberate decision making process. The action is vital to success in combat or critical to preserving life. The drill is initiated on a cue, such as an enemy action or simple leader order, and is a trained response to the given stimulus. It requires minimal leader orders to accomplish and is standard throughout like units.

b. A crew drill is a collective action that a crew of a weapon or piece of equipment must perform to use the weapon or equipment successfully in combat or to preserve life. This action is a trained response to a given stimulus and is simple leader order or the status of the weapon or equipment. It requires minimal leader orders to accomplish and is standard throughout the Army.

c. These drills have many advantages:

(1) They are based on unit mission and the specific tasks, standards, and performance measures required to support mission proficiency.

(2) They build from simple to complex and focus on the basics.

(3) They link how to train and how to fight at small unit levels.

(4) They provide an agenda for continuous coaching and critiquing.

(5) They develop leaders and build teamwork and cohesion under stress.

(6) They enhance the chance for individual and unit survival on the battlefield.

1-2. Training Guidance. Battle and crew drills are trained using a talk-through, walk-through, and run-through method. You, of course, must be a master of the drill to train your soldiers to execute it. You may wish to periodically talk your soldiers through the drill, explaining each soldier's role. Then have them go through it slowly, on open ground, correcting any mistakes as they go. Have your soldiers execute drills in new environments to simulate wartime experiences. Do it frequently in MOPP. Be tough on yourself and your soldiers. A good team executes instantly and with precision. Your team will pay a high price for failure to do so.

1-3. Safety Considerations. During the conduct of a drill, all soldiers and leaders must be safety conscious. All O/Cs and trainers have the responsibility to ensure that all training is conducted in a safe manner. Prior to the beginning of a drill, all personnel must be briefed on specific safety measures to be observed during the conduct of the exercise.

1-4. Evaluation Information. The purpose of evaluating a drill is to determine if the unit can perform all of the performance measures within the allowed standards. During evaluations, concentrate on the units performance, not that of specific individuals. The best location for an O/C is one in which he can observe the actions of the entire unit. Use the drill book as a checklist. We recommend you do not use local checklists, as they can become negative training tools.

## CHAPTER 2

### BATTLE DRILLS

2-1. General. A battle drill is a collective action executed by a platoon or smaller element without the application of a deliberate decision-making process. The action is vital to success in combat or critical to preserving life.

2-2. Battle Drill 44-4-D500.

**TASK:** Hasty Emplacement With Engagement of Hostile Aircraft (44-4-D500).

**CONDITION:** The squad leader has either visually recognized an incoming hostile aircraft or has received notification over the radio of hostile incoming aircraft.

**STANDARDS:** The squad must perform hasty emplacement by deploying the Stinger team and preparing them for action. For the Stinger team, in MOPP ready to MOPP2, allow 10 seconds after the team exits from the vehicle. For the remainder of the squad, allow 10 seconds from the time the ramp is raised and secured. In MOPP3 to mask only, allow 15 seconds for the Stinger team and the remainder of the squad. Measure time from when the gunner announces, "Identified."

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

#### **SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2 complete with basic issue items.
- (2) 25-mm (HEI-T and APDS-T) ammunition.
- (3) AN/PRC-119 on backpack frame.
- (4) Binoculars.
- (5) One M60 FHT and one M160 THT.
- (6) MOPP gear.

b. Training Site: The training site must allow at least 50 meters of forward movement for the Stinger team to select a firing position.

c. Unit Instructions: The squad is moving and spots a target or receives an early warning message of target position in its area. The squad performs a hasty emplacement with engagement of hostile aircraft.

#### **TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to perform target engagement in a tactical situation. The squad must also apply weapons control status and hostile criteria before engaging within the prescribed time limit.

b. Safety/Fratricide: Under combat conditions, the Stinger can be fired from at least 15 meters from personnel and 5 meters from equipment to prevent backblast injuries and damage. The squad leader must visually ensure the ramp area is clear before issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. Munitions do not distinguish between friend and foe. All commanders, trainers, and leaders must plan, train, and stress all procedures that must be followed to avoid fratricide. These procedures include IFF, weapons control status, vehicle and aircraft recognition, corridors, routes, zones, flight levels, and other control measures.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

#### **WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands for example, "(Jet, chopper), \_\_\_\_ o'clock, (high or low), halt vehicle."

Note: If a malfunction occurs on both Stinger ready-rounds, or the target is too close to engage with the Stinger, then a transfer of engagement from the Stinger team to the crew must take place.

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>STINGER TEAM CHIEF</b>	<b>STINGER GUNNER</b>
1. Visually identifies an incoming hostile aircraft or receives (Dynamite, Dynamite) over the radio net. Alerts the squad by announcing for example, "(Jet, chopper), ___ o'clock, (high or low), halt vehicle."	1. Verifies that AP is selected on the weapons control box, and ARM-SAFE-RESET switch is set to ARM. Moves turret to the ___ o'clock position and performs aerial search using the ISU, LOW magnification.	1. Halts the vehicle as directed.	1. Notifies of target, responds for example, "(Jet, chopper), ___ o'clock, (high or low)."	

**DANGER**  
**A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp area is clear before issuing command.**

2. Commands, "All clear, lower ramp."		2. Lowers ramp. Responds, "Ramp lowered."	2. Disconnects from intercom and connects to N/PRC-119. Prepares to dismount.	2. Prepares to dismount.
3. Commands, "Team dismount." Orients team to the target.			3. Removes ready-round from rack.	3. Removes ready-round from rack.
			4. Dismounts to the right side of vehicle behind the third road wheel with ready-round.	4. Dismounts to the right side of vehicle behind the third road wheel with ready-round.
5. Commands, "All clear, raise ramp."		5. Raises and secures ramp. Responds, "Ramp raised and secured."	5. Orients gunner to the direction of aircraft using clock azimuth, for example, "(Jet, chopper), ___ o'clock, (high or low)."	5. Readies weapon for firing while moving to firing position number 2. Acquires the target and announces, "Contact."
6. Commands driver to move to the elected defensive position.	6. Continues to keep turret in direction of target.	6. Drives to selected position.	6. Monitors the engagement and attempts to identify the aircraft.	6. Presses the IFF button and announces the response as either friendly or unknown.

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

SQUAD LEADER	GUNNER	DRIVER	STINGER TEAM CHIEF	STINGER GUNNER
7. Observes and prepares to provide additional air defense, if needed, and continues to monitor early warning and command nets.	7. Raises TOW and observes for ground attack. Observes and prepares to provide additional air defense, if needed.	7. Performs observer's duties.	7. Visually identifies the aircraft and issues the fire control order, "Hostile, engage."	7. Activates weapon using the activation rule. Acquires acquisition tone. Presses and holds the UNCAGE switch. Inserts proper super elevation and lead. Squeezes the firing trigger.
				8. Continues to track the target for 3 to 5 seconds holding the trigger and UNCAGE switch until the weapon fires.
9. Responds, "Engagement complete."			9. Announces, "Engagement complete."	9. Removes and discards BCU within 3 minutes. Disconnects IFF cable, removes gripstock, and discards expended launch tube.
10. Commands, "Driver, all clear, lower ramp, team returning."		10. Lowers ramp. Responds, "Ramp lowered."	10. Returns to vehicle. Reconnects to intercom. Responds, "Team returned."	10. Returns to vehicle.
11. Commands, "All clear, raise ramp." Reports the engagement to the platoon CP.		11. Raises and secures ramp. Responds, "Ramp raised and secured."	11. Commands, "All clear, raise ramp."	
<p>Note: Time starts upon driver's response of, "Ramp lowered," and when the Stinger team exits the vehicle. Time stops when the vehicle and Stinger team reach their selected position and are ready for engagement.</p>				

**PERFORMANCE MEASURES (with HTU):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>STINGER TEAM CHIEF</b>	<b>STINGER GUNNER</b>
1. Receives tone from HTU, presses Hook to hook target or to sequence to higher priority target. Alerts the squad by announcing for example, "(Jet, chopper), ___ o'clock, (high or low), halt vehicle."	1. Verifies that AP is selected on the weapons control box, and ARM-SAFE-RESET switch is set to ARM. Moves turret to the ___ o'clock position and performs aerial search using the ISU, LOW magnification.	1. Halts the vehicle as directed.	1. Notifies of target, responds for example, "(Jet, chopper), ___ o'clock, (high or low)."	

**DANGER**  
**A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp area is clear before issuing command.**

2. Commands, "All clear, lower ramp."		2. Lowers ramp. Responds, "Ramp lowered."	2. Disconnects from intercom and connects to N/PRC-119. Prepares to dismount.	2. Prepares to dismount.
3. Commands, "Team dismount." Orients team to the target.			3. Removes ready-round from rack.	3. Removes ready-round from rack.
			4. Dismounts to the right side of vehicle behind the third road wheel with ready round.	4. Dismounts to the right side of vehicle behind the third road wheel with ready round.
5. Commands, "All clear, raise ramp."		5. Raises and secures ramp. Responds, "Ramp raised and secured."	5. Orients gunner to the direction of aircraft using clock azimuth. For example, "(Jet, chopper), ___ o'clock, (high or low)."	5. Readies weapon for firing while moving to firing position number 2. Acquires the target and announces, "Contact."
6. Commands driver to move to the elected defensive position.	6. Continues to keep turret in direction of target.	6. Drives to selected position.	6. Monitors the engagement and attempts to identify the aircraft.	6. Presses the IFF button and announces the response as either friendly or unknown.

**PERFORMANCE MEASURES (with HTU):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>STINGER TEAM CHIEF</b>	<b>STINGER GUNNER</b>
7. Observes and prepares to provide additional air defense, if needed, and continues to monitor early warning and command nets.	7. Raises TOW and observes for ground attack. Observes and prepares to provide additional air defense, if needed.	7. Performs observer's duties.	7. Visually identifies the aircraft and issues the fire control order, "Hostile, engage."	7. Activates weapon using the activation rule. Acquires acquisition tone. Presses and holds the UNCAGE switch. Inserts proper super elevation and lead. Squeezes the firing trigger.
				8. Continues to track the target for 3 to 5 seconds holding the trigger and UNCAGE switch until the weapon fires.
9. Responds, "Engagement complete."			9. Announces, "Engagement complete."	9. Removes and discards BCU within 3 minutes. Disconnects IFF cable, removes gripstock, and discards expended launch tube.
10. Commands, "Driver, all clear, lower ramp, team returning."		10. Lowers ramp. Responds, "Ramp lowered."	10. Returns to vehicle. Reconnects to intercom. Responds, "Team returned."	10. Returns to vehicle.
11. Commands, "All clear, raise ramp." Reports the engagement to the platoon CP.		11. Raises and secures ramp. Responds, "Ramp raised and secured."	11. Commands, "All clear, raise ramp."	
Note: Time starts upon driver's response of, "Ramp lowered," and when the Stinger team exits the vehicle. Time stops when the vehicle and Stinger team reach their selected position and are ready for engagement.				

**PERFORMANCE MEASURES (with FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>STINGER TEAM CHIEF</b>	<b>STINGER GUNNER</b>
1. Receives tone from the FBCB <sup>2</sup> FAAD screen, presses HOOK to hook the target or to sequence to higher priority target. Alerts the squad by announcing for example, "(Jet, chopper), ___o'clock, (high or low), halt vehicle."	1. Verifies that AP is selected on the weapons control box, and ARM-SAFE-RESET switch is set to ARM. Moves turret to the ___o'clock position and performs aerial search using the ISU, LOW magnification.	1. Halts the vehicle as directed.	1. Notified of target, responds for example, "(Jet, chopper), ___o'clock, (high or low)."	

**DANGER**  
**A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp area is clear before issuing command.**

2. Commands, "All clear, lower ramp."		2. Lowers ramp. Responds, "Ramp lowered."	2. Disconnects from intercom and connects to N/PRC-119. Prepares to dismount.	2. Prepares to dismount.
3. Commands, "Team dismount." Orients team to the target.			3. Removes ready-round from rack.	3. Removes ready-round from rack.
			4. Dismounts to the right side of vehicle behind the third road wheel with ready-round.	4. Dismounts to the right side of vehicle behind the third road wheel with ready-round.
5. Commands, "All clear, raise ramp."		5. Raises and secures ramp. Responds, "Ramp raised and secured."	5. Orients gunner to the direction of aircraft using clock azimuth. For example, "(Jet, chopper), ___o'clock, (high or low)."	5. Readies weapon for firing while moving to firing position. 2. Acquires the target, announces, "Contact."
6. Commands driver to move to the elected defensive position.	6. Continues to keep turret in direction of target.	6. Drives to selected position.	6. Monitors the engagement and attempts to identify the aircraft.	6. Presses the IFF button and announces the response as either friendly or unknown.

**PERFORMANCE MEASURES (with FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>STINGER TEAM CHIEF</b>	<b>STINGER GUNNER</b>
7. Observes and prepares to provide additional air defense, if needed, and continues to monitor early warning and command nets.	7. Raises TOW and observes for ground attack. Observes and prepares to provide additional air defense, if needed.	7. Performs observer's duties.	7. Visually identifies the aircraft and issues the fire control order, "Hostile, engage."	7. Activates weapon using the activation rule. Acquires acquisition tone. Presses and holds the UNCAGE switch. Inserts proper super elevation and lead. Squeezes the firing trigger.
				8. Continues to track the target for 3 to 5 seconds holding the trigger and UNCAGE switch until the weapon fires.
9. Responds, "Engagement complete."			9. Announces, "Engagement complete."	9. Removes and discards BCU within 3 minutes. Disconnects IFF cable, removes gripstock, and discards expended launch tube.
10. Commands, "Driver, all clear, lower ramp, team returning."		10. Lowers ramp. Responds, "Ramp lowered."	10. Returns to vehicle. Reconnects to intercom. Responds, "Team returned."	10. Returns to vehicle.
11. Commands, "All clear, raise ramp."		11. Raises and secures ramp. Responds, "Ramp raised and secured."	11. Commands, "All clear, raise ramp."	
12. Sends the engagement report to the platoon CP.				
Note: Time starts upon driver's response of, "Ramp lowered," and when the Stinger team exits the vehicle. Time stops when the vehicle and Stinger team reach their selected position and are ready for engagement.				

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon sergeant should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST HOSTILE AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

2-3. Battle Drill 44-4-D501.

**TASK:** Engage Aerial Targets With the 25-MM Automatic Gun or Coaxial Machine Gun (44-4-D501).

**CONDITION:** The squad leader has either visually recognized an incoming hostile aircraft or has received notification over the radio of hostile incoming aircraft.

**STANDARDS:** In a heads-out configuration, the squad engages target(s) while on the move. They must engage target(s) within 10 seconds in MOPP ready to MOPP2 or within 15 seconds in MOPP3 to mask only. Measure time from when the gunner announces, "Identified."

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2/M6 complete with basic issue items.
- (2) 25-mm (HEI-T and APDS-T) ammunition.
- (3) 7.62-mm dummy ammunition.
- (4) Appropriate targets.
- (5) MOPP gear.

b. Training Site: The training site must have an area for forward movement to allow the squad to acquire, identify, and engage a target while on the move.

c. Unit Instructions: The air defense early warning is Red and the WCS WEAPONS FREE is in effect. The squad is providing air defense for a maneuver element in an offensive posture. The squad is moving and spots incoming target(s). The squad performs an engagement of the aircraft.

## **TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to perform target engagement in a tactical situation. The squad must also apply weapons control status and hostile criteria before engaging within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp area is clear before issuing commands to raise or lower the ramp. He must also ensure that the ammunition storage doors and all hatches are closed and secured and the turret shield door is closed and locked before the turret is traversed. The turret travel lock must be engaged and turret drive off before entering or exiting the turret. The weapons are to be kept pointed in the primary direction of the target. Follow the safety SOPs developed by your unit and range control when a live-fire exercise is used in performing this drill. Munitions do not distinguish between friend and foe. All commanders, trainers, and leaders must plan, train, and stress all procedures, which must be followed to avoid fratricide. These procedures include IFF, weapons control status, vehicle and aircraft recognition, corridors, routes, zones, flight levels, and other control measures.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

## **WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Gunner, (states type of ammunition—SABOT, HE, or COAX), (states type of target—jet, chopper)."

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>STINGER TEAM CHIEF</b>	<b>STINGER GUNNER</b>
1. Receives (Dynamite, Dynamite) over the radio net. Commands, "Gunner, states type of ammunition— (SABOT, HE, or COAX), (states type of target—jet, chopper), _____ o'clock, (high or low)."	1. Verifies that AP, HE, or 7.62-mm is selected on the weapons control box, and ARM-SAFE-RESET switch is set to ARM.	1. If stabilized, continues to move, attempts to orient hull toward _____ o'clock position, and gives the gunner as stable a platform as possible.	1. Informs Stinger gunner of a target in the area. Prepares to exit vehicle if the detected target is not destroyed or deterred from its mission or if the squad leader employs a hasty employment with engagement of aircraft.	1. Stands by for orders and prepares for possible dismount of vehicle.

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
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**DANGER**  
**Munitions do not distinguish between friend and foe. Ensure munitions do not cause injury or death to friendly forces.**

<b>Notes:</b>		
1. Time starts when the gunner responds, "Identified." Time stops when the squad leader commands, "Cease fire."		
2. The remainder of this drill is performed by the squad leader, gunner, and driver.		
	2. Slues the turret to the _____ o'clock position as directed by the squad leader and searches for the target with the ISU.	2. Continues to provide the gunner with a stable platform.
3. Continues giving clock azimuth until senior gunner announces, "Identified," or lays the gun on target for the gunner.		
4. Using the squad leader's side of the ISU, identifies target as friendly or hostile.	4. Announces, "Contact." Switches to HIGH MAG, indexes appropriate range, or uses the ELRF and responds, "Identified."	
Note: If target is identified as friendly, command gunner to return to searching the avenues of approach. Use the clock method to select the appropriate azimuth gunner must search.		
5. Commands, "Hostile Engage"	5. Announces, "On the way," and engages the aircraft.	
6. Observes engagement. If aircraft is destroyed, commands, "Cease fire, continue to scan."	6. Resumes search and scan of the avenue of approach.	

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

SQUAD LEADER	GUNNER	DRIVER
7. Sends the engagement report to the platoon CP.		
Note: If target is missed, the squad leader makes another engagement decision.		

**PERFORMANCE MEASURES (with HTU):**

SQUAD LEADER	GUNNER	DRIVER	STINGER TEAM CHIEF	STINGER GUNNER
1. Receives tone from HTU, presses the HOOK key to hook the target or to sequence to higher priority target. Commands, "Gunner, (states type of ammunition—SABOT, HE, or COAX), (states type of target—(jet, chopper), _____ o'clock, (high or low)."	1. Verifies that AP, HE, or 7.62-mm is selected on the weapons control box, and ARM-SAFE-RESET switch is set to ARM.	1. If stabilized, continues to move, attempts to orient hull toward _____ o'clock position, and gives the gunner as stable a platform as possible.	1. Informs Stinger gunner of a target in the area. Prepares to exit vehicle if the detected target is not destroyed or deterred from its mission or if the squad leader employs a hasty employment with engagement of aircraft.	1. Stands by for orders and prepares for possible dismount of vehicle.

**DANGER**  
**Munitions do not distinguish between friend and foe. Ensure munitions do not cause injury or death to friendly forces.**

Notes:		
1. Time starts when the gunner responds, "Identified." Time stops when the squad leader commands, "Cease fire."		
2. The remainder of this drill is performed by the squad leader, gunner, and driver.		
SQUAD LEADER	GUNNER	DRIVER
	2. Slues the turret to the _____ o'clock position as directed by the squad leader and searches for the target with the ISU.	2. Continues to provide the gunner with a stable platform.
3. Continues giving clock azimuth until senior gunner announces, "Identified," or lays the gun on target for the gunner.		
4. Using the squad leader's side of the ISU, identifies target as friendly or hostile.	4. Announces, "Contact," switches to HIGH MAG. Responds, "Identified," and indexes appropriate range.	

SQUAD LEADER	GUNNER	DRIVER
Note: If target is identified as friendly, command gunner to return to searching the avenues of approach. Use the clock method to select the appropriate azimuth gunner must search.		
5. Commands, "Hostile Engage."	5. Announces, "On the way," and engages the aircraft.	
6. Observes engagement. If aircraft is destroyed, commands, "Cease fire, continue to scan."	6. Resumes search and scan of the avenue of approach.	
7. Sends the engagement report to the platoon CP.		
Note: If target is missed, the squad leader makes another engagement decision.		

**PERFORMANCE MEASURES (with FBCB<sup>2</sup>):**

SQUAD LEADER	GUNNER	DRIVER	STINGER TEAM CHIEF	STINGER GUNNER
1. Receives tone from FBCB2 FAAD screen, presses the HOOK key to hook the target or to sequence to higher priority target. Commands, "Gunner, (states type of ammunition—SABOT, HE, or COAX), (states type of target—jet, chopper), _____ o'clock, (high or low)."	1. Verifies that AP, HE, or 7.62-mm is selected on the weapons control box, and ARM-SAFE-RESET switch is set to ARM.	1. If stabilized, continues to move, attempts to orient hull toward _____ o'clock position, and gives the gunner as stable a platform as possible.	1. Informs Stinger gunner of a target in the area. Prepares to exit vehicle if the detected target is not destroyed or deterred from its mission or if the squad leader employs a hasty employment with engagement of aircraft.	1. Stands by for orders and prepares for possible dismount of vehicle.

**DANGER**  
**Munitions do not distinguish between friend and foe. Ensure munitions do not cause injury or death to friendly forces.**

Notes:		
1. The remainder of this drill is performed by the squad leader, gunner, and driver.		
2. Time starts when the gunner responds, "Identified." Time stops when the squad leader commands, "Cease fire."		
SQUAD LEADER	GUNNER	DRIVER
	2. Slues the turret to the _____ o'clock position as directed by the squad leader and searches for the target with the ISU.	2. Continues to provide the gunner with a stable platform.

SQUAD LEADER	GUNNER	DRIVER
3. Continues giving clock azimuth until senior gunner announces, "Identified," or lays the gun on target for the gunner.		
4. Using the squad leader's side of the ISU, identifies target as friendly or hostile.	4. Announces, "Contact," switches to HIGH MAG. Responds, "Identified," and indexes appropriate range.	
Note: If target is identified as friendly, command gunner to return to searching the avenues of approach. Use the clock method to select the appropriate azimuth gunner must search.		
5. Commands, "Hostile Engage."	5. Announces, "On the way," and engages the aircraft.	
6. Observes engagement. If aircraft is destroyed, commands, "Cease fire, continue to scan."	6. Resumes search and scan of the avenue of approach.	
7. Sends the engagement report to the platoon CP.		
Note: If target is missed, the squad leader makes another engagement decision.		

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

#### SUPPORTED T&EOs

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST HOSTILE AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

2-4. Battle Drill 44-4-D502.

**TASK:** Engage Ground Targets With the 25-MM Automatic Gun or Coaxial Machine Gun (44-4-D502).

**CONDITION:** The squad leader or gunner has visually recognized a hostile vehicle or troops in their sector.

**STANDARDS:** The M2/M6 squad must engage ground target with the 25-mm automatic gun or the coaxial machine gun from a defensive position, or from the offensive, in a moving M2/M6. They must engage target(s) using the exposure matrix per Chapter 9, FM 23-1. Measure time from when the target is fully locked-on and the gunner announces, "Identified."

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2/M6 complete with basic issue items.
- (2) 25-mm (HEI-T and APDS-T) ammunition.
- (3) 7.62-mm ammunition.
- (4) Appropriate targets.

b. Training Site: The training site must have an area for forward movement to allow the M2 /M6 squad to acquire, identify, and engage a target while stationary or on the move.

c. Unit Instructions: The M2/M6 crew is providing additional air support and ground support for the Stinger team in defensive and offensive operations. The squad is stationary or moving and spots a hostile target. The squad performs an engagement of the target.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The objective for the M2/M6 squad is to properly engage a ground target while stationary or on the move, using the 25-mm automatic gun or the coaxial machine gun, within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp is clear before issuing commands to raise or lower the ramp. He must also ensure that the ammunition storage doors and all hatches are closed and secured and the turret shield door is closed and locked before the turret is traversed. The turret travel lock must be engaged and turret drive off before entering or exiting the turret. The weapons are to be kept pointed in the primary direction of the target. Follow the safety SOPs developed by your unit and range control when a live-fire exercise is used in performing this drill. Munitions do not distinguish between friend and foe. All commanders, trainers, and leaders must plan, train, and stress all procedures, which must be followed to avoid fratricide. These procedures include IFF, weapons control status, vehicle and aircraft recognition, corridors, routes, zones, flight levels, and other control measures.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Gunner, (states ammunition—SABOT, HE, or COAX), (states type of target—PC, truck, or troops), (states range)," in defensive mode, or commands, "Gunner battlesight, (states type of ammunition—SABOT, HE, or COAX), (states type of target—PC, truck, or troops)," in offensive mode.

**PERFORMANCE MEASURES (without FBCB<sup>2</sup>):**

SQUAD LEADER	GUNNER	DRIVER
1. Lays the gun in the direction of the target by squeezing palm switch on the squad leader's hand station and turning the turret in the general direction of the target. Commands, "Gunner, (states ammunition—SABOT, HE, or COAX), (type of target—PC, truck, or troops), (states range)," (or uses ELRF).	1. Indexes the range into the ISU or uses the ELRF.	1. Monitors communications and searches for ground threats.
	2. Selects the appropriate ammunition and weapon system on the control box.	

**PERFORMANCE MEASURES (without FBCB<sup>2</sup>):**

SQUAD LEADER	GUNNER	DRIVER
	3. Acquires the target using the ISU on LOW magnification. Switches to HIGH magnification and announces, "Identified."	
	4. Lays the sight reticule on the center of the target visible mass.	

**DANGER**  
Munitions do not distinguish between friend and foe. Ensure munitions do not cause injury or death to friendly forces.

5. Commands, "Fire."	5. Responds, "On the way," and fires the weapon system.	
6. Commands, "Cease fire," upon target destruction.	6. Sets range indicator to battlesight range and switches ISU to LOW magnification. Resumes search for ground threats.	
7. Sends the engagement report to the platoon CP.		
Notes:		
1. Time starts when the gunner responds, "Identified." Time stops when the squad leader commands, "Cease fire."		
2. During offensive operations, the squad leader will use battlesight engagement commands.		
3. On ODS vehicles, use the ELRF. Do not state any range.		

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST HOSTILE AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

2-5. Battle Drill 44-4-D503.

**TASK:** Engage Aerial and or Ground Targets With the TOW Missile (44-4-D503).

**CONDITION:** The squad leader or gunner visually recognized a target (tank or chopper) in their sector.

**STANDARDS:** The M2 squad must engage target(s) with the TOW missile from a defensive position. They must engage target(s) using the exposure matrix per Chapter 9, FM 23-1.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

(1) One M2 complete with basic issue items.

(2) Two M71D improved TOW missiles.

(3) Appropriate targets.

b. Training Site: The training site must have an area for forward movement to allow the M2 squad to acquire, identify, and engage a target with the TOW missile.

c. Unit Instructions: The M2 crew is providing additional air and ground support for the Stinger team during defensive operations. The squad is stationary and spots a hostile target. The squad performs an engagement of the target.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The objective for the M2 squad is to properly engage aerial and ground target(s) while stationary, using the TOW missile system, within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp is clear before issuing commands to raise or lower the ramp. He must also ensure that the ammunition storage doors and all hatches are closed and secured and the turret shield door is closed and locked before the turret is traversed. The turret travel lock must be engaged and turret drive off before entering or exiting the turret. The weapons are to be kept pointed in the primary direction of the target. Follow the safety SOPs developed by your unit and range control when a live-fire exercise is used in performing this drill. Munitions do not distinguish between friend and foe. All commanders, trainers, and leaders must plan, train, and stress all procedures that must be followed to avoid fratricide. These procedures include IFF, weapons control status, vehicle and aircraft recognition, corridors, routes, zones, flight levels, and other control measures.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Gunner, missile (tank or chopper)."

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
1. When visual recognition of a tank target in his sector, commands "Gunner, missile (tank) ____ o'clock. Receives (Dynamite, Dynamite) over the radio net. Lays the gun in the direction of the target by squeezing the palm switch on the squad leader's hand station and turning the turret in the general direction of the target. Commands, "Gunner, missile (chopper)."	1. Starts searching for the target as the squad leader lays the gun.	1. Monitors communications and searches for ground and air threats.

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

SQUAD LEADER	GUNNER	DRIVER
	2. Depresses the TOW button on the TOW control panel. Selects missile tube 1 or 2 on the TOW control panel.	
	3. Acquires target using the ISU on LOW magnification. Switches to HIGH magnification and announces, "Identified."	
	4. Lays the cross hairs of the sight reticule on the center of target visible mass, and determines if the target can be engaged.	

**DANGER**  
**Munitions do not distinguish between friend and foe. Ensure munitions do not cause injury or death to friendly forces.**

5. Commands, "Fire."	5. Responds, "On the way," and fires the selected missile and continues to track target center mass until missile impact.	
6. Commands, "Cease fire," upon target destruction.	6. Switches ISU to LOW magnification and resumes search for ground and air threats.	
7. Sends the engagement report to the platoon CP.		
Note: Time starts when the gunner responds, "Identified." Time stops when the squad leader commands, "Cease fire."		

**PERFORMANCE MEASURES (with HTU):**

SQUAD LEADER	GUNNER	DRIVER
1. Receives tone from HTU, presses the F11 key to Hook target or to sequence to higher priority target. Lays the gun in the direction of the target by squeezing the palm switch on the squad leader's hand station and turning the turret in the general direction of the target. Commands, "Gunner, missile (aircraft)."	1. Starts searching for the target as the squad leader lays the gun.	1. Monitors communications and searches for ground and air threats.
	2. Depresses the TOW button on the TOW control panel. Selects missile tube 1 or 2 on the TOW control panel.	

**PERFORMANCE MEASURES (with HTU):**

SQUAD LEADER	GUNNER	DRIVER
	3. Acquires target using the ISU on LOW magnification. Switches to HIGH magnification and announces, "Identified."	
	4. Lays the cross hairs of the sight reticule on the center of target visible mass, and determines if the target can be engaged.	
5. Commands, "Hostile Engage."	5. Responds, "On the way," and fires the selected missile and continues to track target center mass until missile impact.	

**DANGER**  
**Munitions do not distinguish between friend and foe. Ensure munitions do not cause injury or death to friendly forces.**

6. Commands, "Cease fire," upon target destruction.	6. Switches ISU to LOW magnification and resumes search for ground and air threats.	
7. Sends the engagement report to the platoon CP.		
Note: Time starts when the gunner responds, "Identified." Time stops when the squad leader commands, "Cease fire."		

**PERFORMANCE MEASURES (with FBCB<sup>2</sup>):**

SQUAD LEADER	GUNNER	DRIVER
1. Receives tone from the FBCB <sup>2</sup> FAAD screen, presses the F11 key to Hook air target or to sequence to higher priority target. For ground targets, minimize the FAAD screen, and Hooks ground target. Lays the gun in the direction of the target by squeezing the palm switch on the squad leader's hand station and turning the turret in the general direction of the target. Commands, "Gunner, missile (tank or aircraft)."	1. Starts searching for the target as the squad leader lays the gun.	1. Monitors communications and searches for ground and air threats.
	2. Depresses the TOW button on the TOW control panel. Selects missile tube 1 or 2 on the TOW control panel.	

**PERFORMANCE MEASURES (with FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
	3. Acquires target using the ISU on LOW magnification. Switches to HIGH magnification and announces, "Identified."	
	4. Lays the cross hairs of the sight reticule on the center of target visible mass, and determines if the target can be engaged.	
5. Commands, "Hostile Engage."	5. Responds, "On the way," and fires the selected missile and continues to track target center mass until missile impact.	
6. Commands, "Cease fire," upon target destruction.	6. Switches ISU to LOW magnification and resumes search for ground and air threats.	
7. Sends the engagement report to the platoon CP.		
Note: Time starts when the gunner responds, "Identified." Time stops when the squad leader commands, "Cease fire."		

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE (SHORAD)
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP (SHORAD)
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS (SHORAD)
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST HOSTILE AIRCRAFT
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITION

2-6. Battle Drill 44-4-D504.

**TASK:** Perform Target Engagement With the Stinger Missile (M6) (Stationary) (44-4-D504).

**CONDITION:** The squad leader is alerted to hostile aircraft by the HTU or by radio.

**STANDARDS:** The M6 squad must complete the performance measures for engaging hostile aircraft using the exposure matrix in Chapter 9, FM 23-1. Measure time from when the target is fully locked-on and the gunner announces, "Identified."

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M6 complete with basic issue items.
- (2) One Stinger missile captive flight trainer (CFT).
- (3) Aerial target.
- (4) Individual weapons, NBC protective clothing.
- (5) Binoculars.
- (6) SINCGARS, EPLRS radio sets.

b. Training Site: Perform this drill in an area that allows good observation (both air and ground), fields of fire, cover, concealment, and communications.

c. Unit Instructions: The squad is providing air defense for a static asset. The system is in the ENGAGE mode, (SVML) up. The squad is not expected to remain in this location for very long. The OPORD has provided current PTL and SOF. Early warning has been received. All SLEW-TO-CUE, Power up, and initialization checks on HTU, FBCB<sup>2</sup> Tactical Internet, and EPLRS have been completed.

## **TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The objective is for the M6 squad to properly perform target engagement with the Stinger missile from a stationary position. This must be performed within the prescribed time limits.

b. Safety/Fratricide: Under combat conditions, the Stinger must be fired from at least 15 meters from personnel and 5 meters from equipment to prevent backblast injuries and damage. The squad leader must ensure that dismounted personnel are clear of the Stinger backblast area before issuing the engagement command. He must also ensure the ammunition storage doors, the gunner, and driver hatches are closed and secured before the turret is traversed; all hatches are closed in an NBC environment. Munitions do not distinguish between friend and foe. All commanders, trainers, and leaders must plan, train, and stress all procedures that must be followed to avoid fratricide. These procedures include IFF, weapons control status, vehicle and aircraft recognition, corridors, routes, zones, flight levels, and other control measures.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

## **WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Jet, chopper."

Note: If a malfunction occurs or the target is too close to engage with the Stinger, then a transfer of engagement from the Stinger weapon system to the M6 25-mm cannon must take place.

c. Transfer Cue: Stinger gunner announces, "Hang fire," or "target too close for missile lock." The squad leader commands, "Transfer engagement."

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Receives (Dynamite, Dynamite) over the radio net. Alerts the squad by announcing for example, "(Jet, chopper), _____ o'clock, (high or low)."	1. Searches PTL.	1. Searches assigned SOF.	1. Searches assigned SOF.
	2. Positions target in center of reticule and announces, "Contact." Selects HIGH MAG Push IFF/UNCAGE switch forward to challenge aircraft. If IFF response is UNKNOWN, activates missile.	2. Replies, "Ready." Monitors communications and is prepared to conduct missile reload.	2. Replies, "Ready." Monitors communications and is prepared to move vehicle.
3. Squad leader announces, "Hostile." If friendly, announces, "Deactivate missile."	3. Announces, "Identified (FW, RW, UAV, CM)."		
	4. Monitors missile tone. Pulls back on IFF/UNCAGE switch and ensures missile lock.		
5. Commands, "Hostile Engage."	5. Replies "On the way." While holding the IFF/UNCAGE switch back, squeezes and holds L/R trigger switch for 3-5 seconds and continues to track target.		
6. If multiple targets exist, repeats steps 3 through 5. If no other targets are present, resumes monitoring the radio net. Commands, "Gunner, cease fire, return to PTL."	6. If multiple targets exist, repeats steps 3 through 5. If no other targets, returns to PTL.		
7. Sends the engagement report to the platoon CP.			
Notes:			
1. Time starts when the gunner announces, "Identified." Time stops when engagement is completed.			
2. If time permits send engagement report to platoon CP by using the Tactical Internet.			
3. Before missile launch, hatches must be closed. (driver, gunner); Commander hatch is closed only in an NBC environment.			

**PERFORMANCE MEASURES (with HTU):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Alarm sounds on the HTU. Presses HOOK to hook the target, and presses ENTER to send the symbol to the gunner. Alerts gunner of target classification (FW, RW, UAV, CM), presses slew and assists gunner in search of target.	1. Searches PTL.	1. Searches assigned SOF.	1. Searches assigned SOF.
	2. Positions target in center of reticule and announces, "Contact." Selects HIGH MAG Push IFF/UNCAGE switch forward to challenge aircraft. If IFF response is UNKNOWN, activates missile.	2. Replies, "Ready." Monitors communications and is prepared to conduct missile reload.	2. Replies, "Ready." Monitors communications and is prepared to move vehicle.
3. Squad leader announces, "Hostile." If friendly, announces "Deactivate Missile."	3. Announces, "Identified (FW, RW, UAV, CM)."		
	4. Monitors missile tone. Pulls back on IFF/UNCAGE switch and ensures missile lock.		
5. Commands, "Hostile Engage."	5. Replies "On the way." While holding the IFF/UNCAGE switch back, squeezes and holds L/R trigger switch for 3-5 seconds and continues to track target.		
6. If multiple targets exist, repeats steps 3 through 5. If no other targets are present, resumes monitoring the HTU. Command "Gunner, cease fire, return to PTL."	6. If multiple targets exist, repeats steps 3 through 5. If no other targets, returns to PTL.		
7. Sends the engagement report to the platoon CP.			
Notes:			
1. Time starts when the gunner announces, "Identified." Time stops when target is hit and engagement is completed.			
2. If time permits, send engagement report to platoon CP by using the Tactical Internet.			

**PERFORMANCE MEASURES (with FBCB<sup>2</sup>):**

Note: Before missile launch, hatches must be closed. (driver, gunner)			
<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Alarm sounds on the FBCB <sup>2</sup> FAAD screen. Presses HOOK to hook the target, and presses ENTER to send the symbol to the gunner. Alerts gunner of target classification (FW, RW, UAV, CM), presses the spacebar and assists gunner in search of target.	1. Searches PTL.	1. Searches assigned SOF.	1. Searches assigned SOF.
	2. Positions target in center of reticule and announces, "Contact." Selects HIGH MAG Push IFF/UNCAGE switch forward to challenge aircraft. If IFF response is UNKNOWN, activates missile.	2. Replies, "Ready." Monitors communications and is prepared to conduct missile reload.	2. Replies, "Ready." Monitors communications and is prepared to move vehicle.
3. Squad leader announces, "Hostile." If friendly, announces, "Deactivate missile."	3. Announces, "Identified (FW, RW, UAV, CM)."		
	4. Monitors Missile tone. Pulls back on IFF/UNCAGE switch and ensures missile lock.		
5. Commands, "Hostile Engage."	5. Replies "On the way." While holding the IFF/UNCAGE switch back, squeezes and holds L/R trigger switch for 3-5 seconds and continues to track target.		
6. If multiple targets exist, repeats steps 3 through 5. If no other targets are present, resumes monitoring the FBCB <sup>2</sup> FAAD screen. Command "Gunner, cease fire, return to PTL."	6. If multiple targets exist, repeats steps 3 through 5. If there are no other targets, returns to PTL.		
7. Sends the engagement report to the platoon CP.			
Note: Time starts when the gunner announces, "Identified." Time stops when target is hit and engagement is completed.			

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST HOSTILE AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

2-7. Battle Drill 44-4-D505.

**TASK:** Perform Target Engagement With the Stinger Missile (While Moving) (M6) (44-4-D505).

**CONDITION:** The squad leader is alerted to hostile aircraft by the HTU or by radio.

**STANDARDS:** The M6 squad must complete the performance measures for engaging hostile aircraft using the exposure matrix in Chapter 9, FM 23-, or during night operations, the time is increased to within 20 seconds. Measure time from when the gunner announces, "Contact," to when the gunner presses the trigger switch.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M6 completes with basic issue items.
- (2) One Stinger missile captive flight trainer (CFT).
- (3) Aerial target.
- (4) Individual weapons, NBC protective clothing.
- (5) Binoculars.

b. Training Site: Perform this drill in an area that allows good observation (both air and ground), fields of fire, cover, concealment, and communications. Location should be a firing range that will allow for firing the Stinger missile while on the move.

c. Unit Instructions: The squad is providing air defense for a static asset. The system is in the ENGAGE mode, (SVML) up. The squad is not expected to remain in this location for very long. The OPORD has provided current PTL and SOF. Early warning has been received. All SLEW-TO-CUE, power-up, and initialization checks on HTU, FBCB<sup>2</sup> Tactical Internet and EPLRS have been completed. SINCGARS is turned on and set up to receive data.

## **TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The objective is for the M6 squad to properly perform target engagement with the Stinger missile while moving with a task force or integrated with a convoy column. This must be performed within the prescribed time limits.

b. Safety/Fratricide: Under combat conditions, the Stinger must be fired from at least 15 meters from personnel and 5 meters from equipment to prevent backblast injuries and damage. The squad leader must ensure that dismounted personnel are clear of the Stinger backblast area before issuing the engagement command. He must also ensure the ammunition storage doors and all hatches are closed and secured before the turret is traversed. Munitions do not distinguish between friend and foe. All commanders, trainers, and leaders must plan, train, and stress all procedures that must be followed to avoid fratricide. These procedures include IFF, weapons control status, vehicle and aircraft recognition, corridors, routes, zones, flight levels, and other control measures.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

## **WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Jet, chopper."

Note: If a malfunction occurs or the target is too close to engage with the Stinger, then a transfer of engagement from the Stinger weapon system to the M6 25-mm cannon must take place.

c. Transfer Cue: Stinger gunner announces, "Hang fire," or "Target too close for missile lock." The squad leader commands, "Transfer engagement."

**PERFORMANCE MEASURES (without HTU/FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Receives (Dynamite, Dynamite) over the radio net. Alerts the squad by announcing for example, "Battlesight (jet, chopper), _____ o'clock, (high or low)."	1. Searches SOF.	1. Searches assigned SOF.	1. Maintains a steady speed as directed by the squad leader.
	2. Positions target in center of reticule and announces, "Contact." Selects HIGH MAG Push IFF/UNCAGE switch forward to challenge aircraft. If IFF response is UNKNOWN, activates missile.	2. Replies, "Ready." Monitors communications and is prepared to conduct missile reload.	
3. Squad leader announces, "Hostile." If friendly, announces, "Deactivate missile."	3. Announces, "Identified (FW, RW, UAV, CM)."		
	4. Monitors Missile tone. Pulls back on IFF/UNCAGE switch and ensures missile lock.		
5. Commands, "Hostile Engage."	5. Replies "On the way." While holding the IFF/UNCAGE switch back, squeezes and holds L/R trigger switch for 3-5 seconds and continues to track target.		
6. If multiple targets exist, repeats steps 3 through 5. If no other targets are present, resume monitoring the radio net. Commands, "Gunner, cease fire, return to SOF."	6. If multiple targets exist, repeat steps 3 through 5. If no other targets, returns to SOF.		
7. Sends the engagement report to the platoon CP.			
<b>Notes:</b>			
1. Before missile launch, hatches must be closed. (driver, gunner); Commander hatch is closed only in an NBC environment.			
2. If time permits, send engagement report to platoon CP by using the Tactical Internet.			

**PERFORMANCE MEASURES (with HTU):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Alarm sounds on the HTU. Presses HOOK to hook the target, presses ENTER to send the symbol to the gunner. Alerts the gunner of target classification (FW, RW, UAV, CM), presses slew and assists gunner in search of target.	1. Searches SOF.	1. Searches assigned SOF.	1. Maintains a steady speed as directed by the squad leader.
	2. Positions target in center of reticule and announces, "Contact." Selects HIGH MAG Push IFF/UNCAGE switch forward to challenge aircraft. If IFF response is UNKNOWN, activates missile.	2. Replies, "Ready." Monitors communications and is prepared to conduct missile reload.	
3. Squad leader announces, "Hostile." If friendly, announces, "Deactivate missile."	3. Announces, "Identified (FW, RW, UAV, CM)."		
	4. Monitors missile tone. Pulls back on IFF/UNCAGE switch and ensures missile lock.		
5. Commands, "Hostile Engage."	5. Replies, "On the way." While holding the IFF/UNCAGE switch back, squeezes and holds L/R trigger switch for 3-5 seconds and continues to track target.		
6. If multiple targets exist, repeats steps 3 through 5. If no other targets are present, resumes monitoring the HTU. Commands, "Gunner, cease fire, return to SOF."	6. If multiple targets exist, repeats steps 3 through 5. If no other targets, returns to SOF.		
7. Sends the engagement report to the platoon CP.			
<b>Notes:</b>			
1. Before missile launch, hatches must be closed. (driver, gunner); Commander hatch is closed only in an NBC environment.			
2. If time permits send engagement report to platoon CP by using the Tactical Internet.			

**PERFORMANCE MEASURES (with FBCB<sup>2</sup>):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Alarm sounds on the FBCB <sup>2</sup> FAAD screen. Presses HOOK to hook the target, presses ENTER to send the symbol to the gunner. Alerts the gunner of target classification (FW, RW, UAV, CM), presses the spacebar and assists gunner in search of target.	1. Searches SOF.	1. Searches assigned SOF.	1. Maintains a steady speed as directed by the squad leader.
	2. Positions target in center of reticule and announces, "Contact." Selects HIGH MAG Push IFF/UNCAGE switch forward to challenge aircraft. If IFF response is UNKNOWN, activates missile.	2. Replies, "Ready." Monitors communications and is prepared to conduct missile reload.	
3. Squad leader announces, "Hostile." If friendly, announces, "Deactivate missile."	3. Announces, "Identified (FW, RW, UAV, CM)."		
	4. Monitors missile tone. Pulls back on IFF/UNCAGE switch and ensures missile lock.		
5. Commands, "Hostile Engage."	5. Replies, "On the way." While holding the IFF/UNCAGE switch back, squeezes and holds L/R trigger switch for 3-5 seconds and continues to track target.		
If multiple targets exist, repeats steps 3 through 5. If no other targets are present, resumes monitoring the FBCB <sup>2</sup> FAAD screen. Commands, "Gunner, cease fire, return to SOF."	6. If multiple targets exist, repeats steps 3 through 5. If no other targets, returns to SOF.		
7. Sends the engagement report to the platoon CP.			
Notes:			
1. Before missile launch, hatches must be closed. (driver, gunner); Commander hatch is closed only in an NBC environment.			
2. If time permits send engagement report to platoon CP by using the Tactical Internet.			

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST HOSTILE AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

2-8. Battle Drill 44-4-D506.

**TASK:** Perform Target Engagement With Mounted or Dismounted Stinger Missile (M2) (44-4-D506).

**CONDITIONS:** Team chief is notified by squad leader, "Target, \_\_\_\_ o'clock, (high, low)."

**STANDARDS:** The team must complete the performance measures for engaging hostile aircraft in a non-chemical environment or in MOPP ready to MOPP2 within 10 seconds, within 15 seconds in MOPP3 to mask only environment with no safety violations. Teams will implement engagement procedures using proper voice and or visual signals in a non-chemical or MOPP1 through MOPP4 environment. Timed portion of drill starts when team chief says, "Search." Time portion of drill stops when gunner says, "Ready."

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2 complete with basic issue items.
- (2) Stinger basic load (combat).
- (3) Two M60 field-handling trainers (training).
- (4) IFF interrogator.

b. Training Site: The training site should provide foliage for camouflaging the vehicle and permit at least 50 meters of forward movement for the vehicle.

c. Unit Instruction: The Stinger team is riding in a vehicle. Communications equipment is present and in working order.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The objective is to properly perform target engagement within the prescribed time limits and to successfully engage a hostile target. Before beginning the drill training, ensure that each team member knows the purpose of the drill and is briefed on safety awareness.

b. Safety/Fratricide: The Stinger team must always be extremely cautious when operating near the M2 vehicle. Ensure that backblast area is clear for at least 15 meters for personnel and 5 meters for equipment.

c. Demonstration (optional): Have a trained team demonstrate the drill. Explain the team's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the team members what their duties are in the drill.

(2) Read the performance measures for the drill to the team members.

(3) Have team members explain their roles in the drill, including the performance measures for which they are responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the team members make as they go; do not proceed until the drill is done right. After the team members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the team members achieve all of the standards for the drill.

b. Initiating Cue. The Stinger team receives the alert warning. Team chief commands; "Move to dismounted position."

**PERFORMANCE MEASURES:**

TEAM CHIEF	GUNNER
1. Receives alert warning from squad leader, commands, "Move to dismounted position."	1. Removes ready-round.
2. Removes ready-round.	
3. Makes sure ramp area is clear, commands, "Lower ramp."	
4. Exits from rear of vehicle with ready-round and begins to search.	4. Exits from rear of vehicle as he moves to the right side of the vehicle. He readies the weapon and begins to search.
5. Orients gunner to direction of aircraft using clock azimuth, for example, "(Jet, chopper), _____ o'clock, (high or low)."	<b>WARNING</b> <b>Do not connect the IFF cable on the move.</b>
6. Moves to the left side of gunner and places ready-round on the ground. Assists gunner in searching for aircraft.	6. Connects IFF cable and calls out, "Ready." Begins searching for aircraft.
7. Visually detects aircraft and alerts gunner to single or multiple targets. If multiple targets, directs gunner to greatest threat target, and prepares to engage second target.	7. Acquires target, overshoots, and then places target in the center of the range ring.
8. Determines aircraft category and informs gunner, (FW, RW, UAV, CM).	8. Interrogates using IFF and announces friendly or unknown.
9. Positively identifies aircraft as hostile and commands, "Hostile, engage."	9. Activates weapon using the activation rule.
	10. Acquires acquisition tone.

**PERFORMANCE MEASURES:**

TEAM CHIEF	GUNNER
	11. Presses and holds the UNCAGE switch.
	12. Inserts proper superelevation and lead.
Note: Team chief and gunner: ensure you hear the missile tone before squeezing the trigger.	
	13. Squeezes the firing trigger.
14. Observes if target is destroyed or missed.	14. Continues to track the target for 3 to 5 seconds holding the trigger and UNCAGE switch until the weapon fires.
15. Picks up and readies weapon if the gunner misses target. Engages aircraft, using gunner steps 9 through 13.	

**WARNING**

**BCU gets extremely hot when activated. Grasp it only by the heat-insulated cap when removing it. Do not point the top of the BCU toward your skin because high-pressure gas may still be escaping. Do not handle BCU for 30 minutes after removal.**

16. Removes and discards BCU within 3 minutes.	16. Removes and discards BCU within 3 minutes.
17. Removes gripstock and discards expended launch tube.	17. Disconnects IFF cable, removes gripstock, and discards expended launch tube.
18. Reports the engagement to the BSFV commander.	

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to standard without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST HOSTILE AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

## CHAPTER 3

### CREW DRILLS

3-1. General. A crew drill is a collective action that a crew of a weapon system or piece of equipment must perform to use the weapon or equipment successfully in combat or to preserve life.

3-2. Crew Drill 44-4-D510.

**TASK:** Prepare for March Order (M2) (44-4-D510).

**CONDITION:** The squad is conducting combat operations. The squad is emplaced and prepared for action. The squad is given a movement order and prepares to perform march order.

**STANDARDS:** In MOPP ready to MOPP2, the squad must prepare the M2 and Stinger weapon system for march order within 6 minutes, or in MOPP3 to mask only within 8 minutes.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2 complete with basic issue items.
- (2) 25-mm (HEI-T and APDS-T) ammunition.
- (3) AN/PRC-119 on backpack frame.
- (4) Binoculars.
- (5) One M60 FHT, one M160 THT, and one CFT.
- (6) MOPP gear.

b. Training Site: Train this drill in an area suitable to maneuver the M2 and Stinger team.

c. Unit Instructions: The M2 and Stinger team are emplaced and prepared for action.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to prepare the M2 squad to move to a new position. To do this, the squad must place the M2 and Stinger team in a march order configuration within the prescribed time limits.

b. Safety/Fraticide: The Stinger team must ensure the Stinger weapons are placed in the racks and are secured. The squad leader must visually ensure the ramp area is clear before issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured, and the turret shield door is closed and locked before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Prepare for march order."

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>TEAM CHIEF</b>	<b>STINGER GUNNER</b>
1. Commands, "Prepare for march order."	1. Continues to provide air defense and local security. Monitors early warning net, (lowers TOW).	1. Monitors communications and observes for ground threats.	1. Provides air defense and local security.	1. Provides air defense and local security.

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>TEAM CHIEF</b>	<b>STINGER GUNNER</b>
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**DANGER**

**A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp area is clear before issuing command.**

2. Commands, "Start vehicle." Turns turret drive-off and waits for vehicle to start. Turns turret drive-on and announces, "All clear, lower ramp."		2. Starts vehicle and lowers ramp. Responds, "Ramp lowered." Monitors communications, and observes instrument panel for warning lights.		
3. Commands, "Team return."			3. Returns and secures ready-round and all equipment. Disconnects CVC from AN/PRC-119 and connects to intercom.	3. Returns and secures ready-round and all equipment.
		4. Raises and secures ramp. Responds, "Ramp raised and secured."	4. Ensures weapons are secure and ramp area is clear. Takes travel position. Responds, "Team secure. All clear, raise ramp."	4. Takes travel position.
5. Commands, "Communications check."	5. Responds, "Gunner ready."	5. Responds, "Driver ready."	5. Responds, "Stinger team ready."	
6. Contacts the platoon CP, and reports, "Squad _____ prepared for march order."				
Note: Time starts when squad leader receives the order to prepare for march order. Time stops when squad leader reports to platoon CP, "Squad _____ prepared for march order."				

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-3. Crew Drill 44-4-D511.

**TASK:** Prepare for March Order (M6) (44-4-D511).

**CONDITION:** The squad is conducting combat operations. The squad is emplaced and prepared for action. The squad is given a movement order and prepares to perform march order.

**STANDARDS:** In MOPP ready to MOPP2, the squad must march order the M6 within three minutes, in MOPP3 to mask only, or during night operations, the time is increased to within four minutes.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M6 complete with basic issue items.
- (2) 25-mm (HEI-T and APDS-T) ammunition.
- (3) Binoculars.
- (4) One M60 field-handling trainer, one M160 THT, and one CFT.
- (5) MOPP gear.

b. Training Site: Train this drill in an area suitable to maneuver the M6.

c. Unit Instructions: The M6 is emplaced and prepared for action. All SLEW-TO-CUE, power up, and initialization checks on the HTU, Tactical Internet, and EPLRS have been completed. SINCGARS is turned on and set up to receive.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to prepare the M6 squad to move to a new position. To do this, the squad must place the M6 in a march order configuration within the prescribed time limits.

b. Safety/Fratricide: The squad leader must visually ensure the ramp area is clear prior to issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured, and the turret shield door is closed and locked before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "March order."

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Monitors FBCB <sup>2</sup> /HTU. Commands, "Prepare for march order."	1. Replies, "Roger."	1. Replies, "Roger."	1. Replies, "Roger."
2. Provides air defense and local security.	2. Continues to provide air defense.	2. Prepares equipment in vehicle for movement.	2. Monitors communications and observes for ground threats.
3. Commands, "Start vehicle." Turns turret drive off and waits for vehicle to start. Turns turret drive on.			3. Starts vehicle, monitors communications, and observes instrument panel for warning lights.

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
4. Commands, "Communications check."	4. Responds, "Gunner ready."	4. Responds, "Loader ready."	4. Responds, "Driver ready."
5. Contacts the platoon CP, and reports, "Squad _____ prepared for march order."			
Note: Time starts when squad leader receives the order to prepare for march order. Time stops when squad leader reports to platoon CP, "Squad _____ prepared for march order."			

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-4. Crew Drill 44-4-D512.

**TASK:** Emplace and Prepare for Action (M2) (44-4-D512).

**CONDITION:** The squad leader commands, "Halt vehicle, emplace, and prepare for action."

**STANDARDS:** The squad must emplace and prepare for action by deploying the Stinger team and emplacing the M2. These weapons must be emplaced and prepared for action within 6 minutes in MOPP ready to MOPP2, and within 8 minutes in MOPP3 to mask only.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

The following equipment, areas, and prior training must be provided for the drill to be trained correctly.

a. Resources:

- (1) One M2 complete with basic issue items.
- (2) 25-mm (HEI-T and APDS-T) linked dummy ammunition.
- (3) 7.62-mm linked dummy ammunition.
- (4) AN/PRC-119 on backpack frame.
- (5) Binoculars.
- (6) One M60 FHT and one M160 THT.
- (7) MOPP gear.

b. Training Site: The training site must allow at least 50 meters of forward movement for the M2 squad and Stinger team to select a firing position.

c. Unit Instructions: The squad is moving (or simulated) and must emplace and prepare for action.

**TALK-THROUGH INSTRUCTIONS:**

- a. Orientation: The task is to emplace and prepare for action. To do this in a tactical situation, the M2 squad must emplace the M2 and Stinger weapon system and prepare them for action in an orderly manner, within the prescribed time limits.
- b. Safety/Fratricide: The squad leader must visually ensure ramp area is clear prior to issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured, and the turret shield door is closed and locked before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. The Stinger team with the Stinger weapon must be at least 15 meters from other personnel and 5 meters from equipment to prevent back blast injuries and damage.
- c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad’s actions using the performance measures as a guide. After the demonstration, summarize.
- d. Explanation:
  - (1) Tell the squad members what their duties are in the drill.
  - (2) Read the performance measures of the drill to the squad members.
  - (3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

- a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.
- b. Initiating Cue: The squad leader commands, "Halt vehicle, emplace, and prepare for action."

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	DRIVER	TEAM CHIEF	STINGER GUNNER
1. Commands, "Halt vehicle, emplace, and prepare for action."	1. Verifies that AP is selected on the weapons control box, and ARM-SAFE-RESET switch is set to ARM. Traverses turret to likely avenue of approach and searches, using the ISU LOW magnification.	1. Halts the M2, as directed.	1. Disconnects from intercom and connects to AN/PRC-119.	1. Removes ready-round from the rack.

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	DRIVER	TEAM CHIEF	STINGER GUNNER
2. Commands, "All clear, lower ramp."		2. Lowers ramp. Responds, "Ramp lowered."	2. Places radio on his back and removes ready- round from rack.	

**DANGER**  
**A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp area is clear before issuing command.**

			3. Dismounts vehicle.	3. Dismounts vehicle.
			4. Selects firing position and directs gunner to it.	4. Readies the weapon for firing while moving to the firing position.
5. Commands, "All clear, raise ramp."		5. Raises and secures ramp. Responds, "Ramp raised and secured."	5. Places ready-round on the ground. Using compass, shoots PTL and sector(s) of fire.	5. Connects IFF cable and announces, "Ready." Begins searching for aircraft.
6. Acknowledges, "Stinger PTL and sector(s) of fire are _____."		6. Monitors communications, and searches for ground threats.	6. States to squad leader and Stinger gunner, "Stinger PTL and sector(s) of fire are _____."	6. Verifies data with Stinger team chief by restating, "Stinger PTL and sector(s) of fire are _____."
7. Directs driver to a M2 firing position advantageous to observe PTL, and gives a reference point.			7. Establishes primary and alternate firing positions.	

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	DRIVER	TEAM CHIEF	STINGER GUNNER
		8. Drives to firing position as directed.	8. Ensures ready-round is positioned to his left. Assists in searching for aircraft from gunner's left side.	
9. Monitors HTU, and relays PTL and sectors of fire information to gunner.	9. Traverses turret to PTL and responds, "Vehicle PTL is _____." Raises TOW and conducts TOW test.	9. Monitors communications and searches for ground threats.	9. Monitors communications and searches for air threat.	9. Performs search and scan procedures.
10. Commands, "Report."	10. Responds, "Gunner ready."	10. Responds, " Driver ready."	10. Responds, "Stinger team ready."	
11. Reports to platoon CP, "Squad _____ emplaced and prepared for action."				
Note: Time starts when squad leader commands, "Halt, emplace, and prepare for action." Time stops when squad leader commands, "Squad _____ emplaced and prepared for action."				

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-5. Crew Drill 44-4-D513.

**TASK:** Emplacement and Prepare for Action (M6) (44-4-D513).

**CONDITION:** The squad leader commands, "Halt vehicle, emplace, and prepare for action."

**STANDARDS:** The squad must emplace and prepare for action by emplacing the M6. The system must be emplaced and prepared for action within three minutes in MOPP ready to MOPP2, and within four minutes in MOPP3 to mask only.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M6 complete with basic issue items.
- (2) 25-mm (HEI-T and APDS-T) linked dummy ammunition.
- (3) 7.62-mm linked dummy ammunition.
- (4) AN/PRC-119 on backpack frame.
- (5) Binoculars.
- (6) Two M60 FHTs and two M160 THTs.
- (7) MOPP gear.

b. Training Site: The training site must allow at least 50 meters of forward movement for the M6 squad to select a firing position.

c. Unit Instructions: The squad is moving (or simulated) and must be emplace and prepare for action. All SLEW-TO-CUE, power up, and initialization checks on the HTU, Tactical Internet, and EPLRS have been completed. SINCGARS is turned on and set up to receive data.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to emplace and prepare for action. To do this in a tactical situation, the M6 squad must emplace the M6 system and prepare for action in an orderly manner, within the prescribed time limits.

b. Safety/Fratricide: The squad leader must visually ensure ramp area is clear prior to issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured, and the turret shield door is closed and locked before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. The Stinger weapon must be at least 15 meters from other personnel and five meters from equipment to prevent back blast injuries and damage.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Halt vehicle, emplace, and prepare for action."

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Commands, "Halt vehicle, emplace, and prepare for action." Directs driver to a M6 firing position advantageous to observe PTL, and gives a reference point.	1. Verifies that the SCB mode switch is in the ENGAGE position, and both ARM/SAFE switches to ARM. Traverses turret to likely avenue of approach and searches SOF.	1. Monitors communications and prepares to reload the 25-mm ammunition and the SVML if necessary.	1. Drives to firing position as directed and halts vehicle.
2. Establishes primary and alternate firing positions.			
3. Monitors FBCB <sup>2</sup> /HTU, and relays PTL information to the gunner.	3. Responds, "Vehicle PTL and sectors of fire are ____."	3. Searches through rear periscopes for ground threat.	3. Monitors communications and searches through hatch periscopes for threat.

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
4. Commands, "Report."	4. Traverses turret to PTL and responds, "Gunner ready."	4. Responds, "Loader ready."	4. Responds, "Driver ready."
5. Reports to the platoon CP, "Squad _____ emplaced and prepared for action."			
Note: Time starts when squad leader commands, "Halt, emplace, and prepare for action." Time stops when squad leader reports, "Squad _____ emplaced and prepared for action."			

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

#### **SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-6. Crew Drill 44-4-D514.

**TASK:** Reload the 25-mm Ammunition Ready-Box (AP and HE) (44-4-D514).

**CONDITION:** The squad leader commands, "Reload 25-mm ammunition."

**STANDARDS:** In MOPP ready to MOPP2, the squad must load the 25-mm ammunition ready-boxes (AP and HE) so that all ammunition rounds are aligned and they do not bind in the ready-boxes, within 10 minutes, in MOPP3 to mask only, within 12 minutes.

**SUPPORTED INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2/M6 complete with basic issue items.
- (2) 14-mm ratchet.
- (3) 10-inch screwdriver (flat-tip).
- (4) 25-mm hand crank.
- (5) 120 rounds M794 dummy ammunition (training).

b. Training Site: Train this drill in an area suitable for the squad to perform the reload drill.

c. Unit Instructions: The M2/M6 squad has depleted their ammunition below unit SOP requirements. The tactical situation permits the M2 squad to perform reload drill.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to reload the 25-mm ready-boxes on the M2/M6 in a tactical situation. The squad must reload the required rounds within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp area is clear before issuing commands to raise or lower the ramp. He

must also ensure the ammunition storage doors and all hatches are closed and secured before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. Ammunition must be handled with care. Do not bump primers against any hard surface. Ensure that the weapon is pointed in the primary direction of fire.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

- (1) Tell the squad members what their duties are in the drill.
- (2) Read the performance measures of the drill to the squad members.
- (3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Reload 25-mm ammunition." The Stinger team dismounts.

**PERFORMANCE MEASURES (M2 BSFV):**

SQUAD LEADER	GUNNER	DRIVER	TEAM CHIEF	STINGER GUNNER
1. Commands, "Reload 25-mm ammunition (AP, HE)."	1. Continues to provide air defense and ground security.	1. Monitors communications; prepares to lower ramp. (M2) only.	1. Continues mission of air defense and provides local security.	1. Continues mission of air defense and provides local security.

**PERFORMANCE MEASURES (M2 BSFV):**

SQUAD LEADER	GUNNER	DRIVER
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**DANGER**  
 If turret is operated with the turret shield door open, soldiers could be killed or injured. Close and latch turret shield door before operating turret.

**DANGER**  
 A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp area is clear before issuing command.

Notes:		
1. For an M2, this drill requires only the first three-squad members for Performance Measures 2 through 33. The Stinger team chief and the Stinger gunner continue with Performance Measure 1.		
2. For an M6, omit the Stinger team portion of this drill and the LOADER replaces the driver's reload duties.		
2. Commands, "All clear, lower ramp."		2. Lowers ramp disconnects CVC helmet from intercom. Opens driver's hatch and exits vehicle. Closes driver's hatch and dismounts vehicle. (M2 only)
3. Commands, "Traverse turret to HE position."	3. Traverses turret to HE position (2150 mms). Responds, "HE load position set."	
4. Places TURRET DRIVE switch to OFF. Announces, "Drive switch off."	4. Engages turret travel lock. Announces, "Travel lock engaged."	
5. Commands, "Load HE box."		

**DANGER**  
 A cartridge explosion can kill or injure soldiers. Handle ammunition with care. Do not bump primers against hard surface.

6. Monitors communications and provides local security.		6. Enters crew compartment, M2/M6 removes HE ammunition boxes.
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**PERFORMANCE MEASURES (M2 BSFV) :**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
		7. Prepares the first ammunition belt by placing the links on the floor with the rounds pointing to the left side of vehicle. Checks for misaligned rounds.
		8. Prepares second ammunition belt, and checks for misaligned rounds.
		9. Joins belts 1 and 2, and checks link tabs to ensure that there is no damage and a good connection exists.
	10. Releases upper roller.	10. Knocks on turret shield door. Announces upload HE. Opens turret shield door.
		11. Turns ammunition belt over so links are on top, and counts out 5 <sup>th</sup> and 19 <sup>th</sup> round. Feeds ammunition belt with double-linked rounds first into ready-box.
	12. Forwards ammunition belt under upper roller. Guides rounds up into forwarder until first round is engaged in sprocket. Locks upper roller in the up position.	
	13. Lifts ammunition belt over baffle.	

**DANGER**

If AP-HE selector switch is at AP with HE ammunition loaded, rounds will fall short. Soldiers could be killed or injured. Check that AP-HE selector switch is at HE when loading HE ammunition.

**PERFORMANCE MEASURES (M2 BSFV):**

SQUAD LEADER	GUNNER	DRIVER
	14. Installs 25-mm ammunition ready-box door. Installs access door.	14. Installs HE ready-box door. Ensures that the ammunition selector switch is at HE. Closes and latches the turret shield door. Announces, "HE loaded."
15. Commands, "Stand clear of turret." Places TURRET DRIVE switch to ON.		
16. Commands, "Traverse turret to AP position."	16. Disengages turret travel lock and traverses turret to AP position (4350 mms). Responds, "AP load position set."	
17. Places TURRET DRIVE switch to OFF. Announces, "Drive switch off."	17. Engages turret travel lock. Responds, "Travel lock engaged."	
18. Commands, "Load AP ammunition."		
19. Monitors communications and provides local security.		
		20. Locates the AP ammunition

**DANGER**

The turret can crush you as it turns. Turret drive must be off and travel lock must be engaged before entering or exiting turret.

		21. Prepares the first ammunition belt by placing the links on the floor with rounds pointing to the left side of the vehicle. Checks for misaligned rounds.
		22. Prepares second ammunition belt and checks for misaligned rounds.

**PERFORMANCE MEASURES (M2 BSFV):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
		23. Joins belts 1 and 2, and checks link tabs to ensure that there is no damage and a good connection exists.
		24. Knocks on turret shield door and announces uploading of the AP. Opens turret shield door and removes the AP ammunition ready-box door.
		25. Loads the ammunition belt onto loading rail, aligns the belt with the ammunition can, and hangs first double-linked rounds onto loading rail.
		26. Counts out first 26 rounds. Hangs both 25 <sup>th</sup> and 26 <sup>th</sup> rounds onto loading rail.
		27. Places the single link end of the ammunition belt up into the forwarder.
	28. Forwards the ammunition belt with the 14-mm ratchet to the feeder assembly.	28. Installs and closes the AP box door. Ensures that the AP-HE selector switch is set to AP. Closes the turret shield door. Announces, "AP ammunition loaded."
		29. Stows empty ammunition cans. M6 Loader takes travel position. Announces, "Ready."
		30. M2 driver, exits crew compartment, enters driver's compartment, puts on CVC helmet, and closes driver's hatch. Announces, "Ready."

**PERFORMANCE MEASURES (M2 BSFV):**

SQUAD LEADER	GUNNER	DRIVER
31. Commands, "All clear, raise ramp."		31. Raises and secures ramp. Responds, "Ramp raised and secured."

**DANGER**

**If AP-HE selector switch is at HE with AP ammunition loaded, rounds will fall short. Soldiers could be killed or injured. Check that AP-HE selector switch is at AP when loading AP ammunition.**

SQUAD LEADER	GUNNER	DRIVER	TEAM CHIEF	STINGER GUNNER
32. Places TURRET DRIVE switch to ON. Commands, "Resume mission."	32. Disengages turret travel lock; returns to PTL. Responds, "Gunner ready."	32. Monitors communications; provides local security. Responds, "Driver ready."	32. Responds, "Team ready."	32. Responds, "Stinger gunner ready."
33. Reports to platoon CP, "Squad _____, reload complete, resuming air defense mission."				
Note: Time starts when squad leader commands, "25-mm reload." Time stops when squad leader commands, "Squad _____, reload complete, resuming air defense mission."				

**PERFORMANCE MEASURES (M6 Linebacker):**

SQUAD LEADER	GUNNER	DRIVER	LOADER
1. Commands, "Reload 25-mm ammunition (AP,HE)."	1. Continues to provide air defense and ground security.	1. Monitors communications and performs observer duties.	1. Removes HE ammunition boxes. Prepares the first ammunition belt by placing the links on the floor with the rounds pointing to the left side of vehicle. Checks for misaligned rounds.
2. Commands, "Traverse turret to HE position."	Traverses turret to HE position (2150 mms). Responds, "HE load position set."		2. Prepares second ammunition belt, and checks for misaligned rounds.

**PERFORMANCE MEASURES (M6 Linebacker):**

SQUAD LEADER	GUNNER	DRIVER	LOADER
	3. Engages turret travel lock. Announces, "Travel lock engaged."		3. Joins belts 1 and 2, and checks link tabs to ensure that there is no damage and a good connection exists.
	4. Releases upper roller.		4. Knocks on turret shield door. Announces upload HE. Opens turret shield door.
			5. Turns ammunition belt over so links are on top, and counts out 5 <sup>th</sup> and 19 <sup>th</sup> round. Feeds ammunition belt with double-linked rounds first into ready- box.
	6. Forwards ammunition belt under upper roller. Guides rounds up into forwarder until first round is engaged in sprocket. Locks upper roller in the up position		
	7. Lifts ammunition belt over baffle.		
	8. Installs 25-mm ammunition ready-box door. Installs access door.		8. Installs HE ready-box door. Ensures that the ammunition selector switch is at HE. Closes and latches the turret shield door. Announces, "HE loaded."
9. Commands, "Stand clear of turret." Places TURRET DRIVE switch to ON.			
10. Commands, "Traverse turret to AP position."	10. Disengages turret travel lock and traverses turret to AP position (4350 mms). Responds, "AP load position set."		
11. Places TURRET DRIVE switch to OFF. Announces, "Drive switch off."	11. Engages turret travel lock. Responds, "Travel lock engaged."		

**PERFORMANCE MEASURES (M6 Linebacker):**

SQUAD LEADER	GUNNER	DRIVER	LOADER
12. Commands, "Load AP ammunition."			
13. Monitors communications and provides local security.			
			14. Locates the AP ammunition.
			15. Prepares the first ammunition belt by placing the links on the floor with rounds pointing to the left side of the vehicle. Checks for misaligned rounds.
			16. Prepares second ammunition belt, and checks for misaligned rounds.
			17. Joins belts 1 and 2, and checks link tabs to ensure that there is no damage and a good connection exists.
			18. Knocks on turret shield door and announces uploading AP. Opens turret shield door and removes the AP ammunition ready-box door.
			19. Loads the ammunition belt onto loading rail, aligns the belt with the ammunition can, and hangs first double-linked rounds onto loading rail.
			20. Counts out first 26 rounds. Hangs both 25 <sup>th</sup> and 26 <sup>th</sup> rounds onto loading rail.

**PERFORMANCE MEASURES (M6 Linebacker):**

SQUAD LEADER	GUNNER	DRIVER	LOADER
			21. Places the single link end of the ammunition belt up into the forwarder.
	22. Forwards the ammunition belt with the 14-mm ratchet to the feeder assembly.		22. Installs and closes the AP box door. Ensures that the AP-HE selector switch is set to AP. Closes the turret shield door. Announces, "AP ammunition loaded."
			23. Stows empty ammunition cans. M6 loader takes travel position. Announces, "Ready."
			24. M2 driver, exits crew compartment, enters driver's compartment, puts on CVC helmet, and closes driver's hatch. Announces, "Ready."
25. Commands, "All clear, raise ramp."			25. Raises and secures ramp. Responds, "Ramp raised and secured."
26. Places TURRET DRIVE switch to ON. Commands, "Resume mission."	26. Disengages turret travel lock; returns to PTL. Responds, "Gunner ready."	26. Monitors communications; provides local security. Responds, "Driver ready."	26. Responds, "Loader ready."
27. Reports to platoon CP, "Squad _____, reload complete, resuming air defense mission."			
Note: Time starts when squad leader commands, "25-mm reload." Time stops when squad leader commands, "Squad _____, reload complete, resuming air defense mission."			

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-7. Crew Drill 44-4-D515.

**TASK:** Reload the TOW Missile (M2) (44-4-D515).

**CONDITION:** The squad leader commands, "TOW missile reload."

**STANDARDS:** In MOPP ready to MOPP2, the squad must remove expended missile tubes and inspect and reload the TOW missile launcher within 2 minutes; in MOPP3 to mask only, within 4 minutes.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2 complete with basic issue items.
- (2) Two TOW missile simulator rounds.
- (3) MOPP gear.

b. Training Site: Train this drill in an area suitable for the squad to perform the reload drill.

c. Unit Instructions: The M2 squad has depleted their ammunition below unit SOP requirements. The tactical situation permits the M2 squad to perform reload drill.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to reload the TOW missile launcher on the M2 in a tactical situation. The squad must reload the required rounds within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp area is clear prior to issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. Ammunition must be handled with care. Do not bump primers against any hard surface. Ensure that the weapon is pointed in the primary direction of fire.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

- (1) Tell the squad members what their duties are in the drill.
- (2) Read the performance measures of the drill to the squad members.
- (3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "TOW missile reload."

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	DRIVER
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**DANGER**  
**If turret is operated with the turret shield door open, soldiers could be killed or injured. Close and latch turret shield door before operating turret.**

1. Commands, "Prepare for TOW missile reload."	1. Traverses turret to TOW load position (5950 mms). Raises TOW missile launcher to 500 mms.	1. Disconnects CVC helmet from intercom. Opens driver's hatch and exits the vehicle. Closes driver's hatch, and dismounts vehicle.
2. Turns TURRET DRIVE switch to OFF. Announces, "Turret drive off."	2. Engages turret travel lock. Announces, "Travel lock engaged."	2. Goes to the rear of the vehicle, opens the ramp access door, and enters vehicle. Closes and latches ramp access door. Announces, "Ready to reload."
3. Commands, "TOW missile reload."		3. Knocks on turret shield door and announces, "Reloading TOW missile."
		4. Opens cargo hatch to the TOW missile load position.

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	DRIVER
		5. Ensures loading handles are in the unlocked position. Removes the expended missile tubes from the TOW missile launcher. Ensures that the umbilical connectors are retracted.

**DANGER**

TOW missile and CGE/DCGE could be damaged if umbilical connector is extended down into TOW missile launcher when TOW missile is loaded. If extended umbilical connector cannot be withdrawn, do not load TOW missiles. Notify unit maintenance.

		6. Removes the TOW missile from the stowage position.
Note: Expended missile tubes will be destroyed as soon as the situation permits. During training, they will be placed in the back of the M2.		

**CAUTION**

Handle TOW missiles with extreme care to avoid damage to plastic diaphragm at each end of TOW missile. If a TOW missile with damaged diaphragm is loaded and fired, it can misfire. Restow damaged TOW missiles and turn them in to chain of command.

**DANGER**

Damaged TOW missiles can hang fire. Soldiers could be killed or injured. Except in combat situation, do not load TOW missile if either end is damaged or if humidity indicator on rear diaphragm is pink.

		7. Inspects the container for damage (dents, deep scratches, holes, excessive rust, or missing hardware).
		8. Removes the forward handling ring and cover. Inspects the missile nose diaphragm.

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
		9. Removes the electrical connector cover from the missile. Inspects the electrical connector for damage.
		10. Checks the humidity indicator in the missile (if the indicator is pink, do not use). Inspects rear diaphragm.
		11. Lifts TOW missile out of cargo hatch, nose end first, with electrical connector at top.
		12. Loads the outside first; slides lugs on sides of TOW missile nose end into TOW missile launcher lug channels.
		13. Carefully slides TOW missile all the way into TOW missile launcher.
		14. Holds TOW missile in TOW missile launcher and pushes up loading handle until it locks.
Note: The second missile will be loaded per Performance Measures 6 through 14.		
		15. Closes cargo hatch, knocks on turret shield door, and announces, "TOW missile reloaded."
		16. Opens ramp access door, exits vehicle, and closes ramp access door. Mounts vehicle, opens driver's hatch, enters vehicle, and closes driver's hatch. Connects CVC helmet to the intercom.
		17. Makes communications check with the squad leader.

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	DRIVER
18. Turns TURRET DRIVE switch to ON. Announces, "Turret drive on." Commands, "Report."	18. Disengages turret travel lock. Announces, "Travel lock disengaged." Traverses turret to PTL. Responds, "Gunner ready."	18. Monitors communications and provides local security. Responds, "Driver ready."
19. Reports to platoon CP, "Squad _____, reload complete, resuming air defense mission."		

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run-through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-8. Crew Drill 44-4-D516.

**TASK:** Reload Stinger Missile Ready-Racks (44-4-D516).

**CONDITION:** The squad leader commands, "Reload ready-racks."

**STANDARDS:** In MOPP ready to MOPP2, the squad must load the Stinger missile ready-racks within 5 minutes; in MOPP3 to mask only, within 7 minutes.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

(1) One M2/M6 complete with basic issue items.

(2) Six M60s and six M160s.

b. Training Site: Train this drill in an area suitable for the squad to perform the reload drill.

c. Unit Instructions: The M2/M6 squad has depleted their missile supply below unit SOP requirements. The tactical situation permits the M2/M6 squad to perform reload drill.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to reload the Stinger missile ready-racks on the M2/M6 in a tactical situation. The squad must reload the required missiles within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp area is clear prior to issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. Ammunition must be handled with care.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

- (1) Tell the squad members what their duties are in the drill.
- (2) Read the performance measures of the drill to the squad members.
- (3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Reload ready-racks."

**PERFORMANCE MEASURES (M2 BSFV):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>	<b>TEAM CHIEF</b>	<b>STINGER GUNNER</b>
1. Commands, "Prepare to reload Stinger ready-racks."	1. Monitors communications and provides local security.	1. Monitors communications and provides local security.	1. Responds, "Stinger team returning to M2."	1. Responds, "Returning to M2."

**DANGER**  
**A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp area is clear before issuing command.**

2. Commands, "All clear, lower ramp."		2. Lowers ramp. Responds, "Ramp lowered."	2. Announces, "Stinger team returned to M2."	
3. Commands, "Reload ready-racks."			3. Secures weapon-round container.	3. Assists team chief in securing weapon-round container.
			4. Depressurizes and opens container.	4. Assists team chief in opening container.

**PERFORMANCE MEASURES (M-2 BSFV):**

SQUAD LEADER	GUNNER	DRIVER	TEAM CHIEF	STINGER GUNNER
			5. Removes gripstock, missile-round, and BCUs	5. Performs weapon critical checks.
Note: Critical weapons checks will be performed per TM 9-1425-429-12.				
			6. Installs gripstock on to missile-round and installs BCU into weapon-round	6. Assists team chief in installing the gripstock and BCU.
			7. Places BCUs into BCU compartment and secures ready-round into ready-racks.	7. Places BCUs into BCU compartment and secures ready-round into ready-racks.
			8. Secures remaining missiles into the missile ready-racks and BCUs in BCU compartment.	8. Assists team chief in securing remaining missiles into the missile ready-racks.
9. Commands, "All clear, raise ramp."		9. Raises ramp and responds, "Ramp raised and secured."	9. Announces, "Stinger missile reload complete and returning to position."	9. Returns to position.
10. Commands, "Report."	10. Responds, "Gunner ready."	10. Responds, "Driver ready."	10. Responds, "Stinger team ready."	
11. Reports to platoon CP, "Squad _____, reload complete, resuming air defense mission."				

**PERFORMANCE MEASURES (M6 Linebacker):**

SQUAD LEADER	GUNNER	DRIVER	LOADER
1. Commands, "Prepare to reload Stinger ready-racks."	1. Monitors communications and provides local security.	1. Monitors communications; prepares to lower ramp.	1. Responds, "Prepare to reload Stinger ready-racks."

**DANGER**  
**A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp area is clear before issuing command.**

2. Commands, "All clear, lower ramp."		2. Lowers ramp and disconnects CVC helmet from intercom. Opens driver's hatch and exits vehicle. Closes driver's hatch and dismounts vehicle.	
3. Commands, "Reload ready-racks."		3. Enters rear of crew compartment. Assists loader in securing weapon-round container.	3. Secures weapon-round container.
		4. Assists loader in opening container.	4. Depressurizes and opens container.
		5. Performs weapon critical checks.	5. Removes gripstock, missile-round, and BCUs.
		6. Assists loader in installing the gripstock and BCU.	6. Installs gripstock on to missile-round and installs BCU into weapon-round.
		7. Places BCUs into BCU compartment and secures ready-round into ready-rack.	7. Places BCUs into BCU compartment and secures ready-round into ready-rack.
		8. Assists loader in securing remaining missiles into the missile ready-racks.	8. Secures remaining missiles into the missile ready-racks and BCUs in BCU compartment.
			9. Announces, "Stinger missile reload complete."
10. Commands, "All clear, raise ramp."		10. Exits crew compartment, enters driver's compartment, puts on CVC helmet, and closes driver's hatch. Announces, "Ready."	10. Loader takes travel position.
11. Commands, "Report."	11. Responds, "Gunner ready."	11. Responds, "Driver ready."	11. Responds, "Loader ready."

**PERFORMANCE MEASURES (M6 Linebacker):**

SQUAD LEADER	GUNNER	DRIVER	LOADER
12. Reports to platoon CP, "Squad _____, reload complete, resuming air defense mission."			

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-9. Crew Drill 44-4-D517.

**TASK:** Reload the 7.62-MM Coaxial Machine Gun (44-4-D517).

**CONDITION:** The squad leader commands, "Reload coax."

**STANDARDS:** In MOPP ready to MOPP2, the squad must reload the 7.62-mm coaxial machine gun within 3 minutes, so that all ammunition rounds are aligned and they do not bind in the ready-boxes; in MOPP3 to mask only, within 6 minutes.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2/M6 complete with basic issue items.
- (2) One M240C 7.62-mm coaxial machine gun (installed).
- (3) 800/400 rounds of 7.62-mm linked dummy ammunition.
- (4) MOPP gear.

b. Training Site: Train this drill in an area suitable for the squad to perform the reload drill.

c. Unit Instructions: The M2/M6 squad has depleted their ammunition below unit SOP requirements. The tactical situation permits the M2/M6 squad to perform reload drill.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to reload the 7.62-mm coaxial machine gun on the M2/M6 in a tactical situation. The squad must reload the required rounds within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp area is clear prior to issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. Ammunition must be handled with care. Do not bump primers against any hard surface. Ensure that the weapon is pointed in the primary direction of fire.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

- (1) Tell the squad members what their duties are in the drill.
- (2) Read the performance measures of the drill to the squad members.
- (3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Reload coax."

**PERFORMANCE MEASURES (M2 BSFV):**

SQUAD LEADER	GUNNER	DRIVER
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**DANGER**  
**If turret is operated with the turret shield door open, soldiers could be killed or injured. Close and latch turret shield door before operating turret.**

Note: M2 This drill requires only the first three squad members for Performance Measures 2 through 12. The Stinger team chief and the Stinger gunner continue with Performance Measure 1.		
1. Commands, "Reload coax."	1. Traverses turret to 6400 mms and elevates the gun to 300 mms. Engages travel lock and announces, "Travel lock engaged." Ensures the ARM-SAFE-RESET switch is in SAFE.	1. Monitors communications and observes for enemy threat.
2. Turns TURRET DRIVE to OFF and announces, "Turret drive off." Removes the 7.62-ammo can and hands it to the gunner.	2. Opens turret shield door and announces, "Turret shield door open."	

**PERFORMANCE MEASURES (M2 BSFV):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
3. Opens coax access doors and pulls the charging handle until the bolt is locked to the rear. Places the manual safety switch to SAFE.	3. Disconnects the CVC helmet from the intercom. Exits turret through the turret shield door into the cargo area.	
4. Opens the gun feed tray cover and lifts feed tray.	4. Removes the coax ammunition from the pockets on the back of the squad seats.	
Note: M6 omit the Stinger team portion of this drill		
5. Inspects the chamber for rounds or obstructions. Closes the feed tray.	5. Inspects the 100-round belts and links the belts together.	
	6. Takes the double-CLAW end of the ammunition belt and hangs the first three rounds on the left edge of the ready-box with the rounds facing outward.	
	7. Feeds the ammunition in a left-to-right pattern until the left ready-box is full.	
8. Hands second ready-box to gunner (M2).	8. Repeats steps 4 thru 7.	
Note: The M6 has only one ready-box.		
9. Receives the ammunition box from gunner, installs ready-box. Links the loaded ammunition belt to the ammunition belt in the feed chute.	9. Hands ammunition box to commander.	
10. Announces, "Coax reloaded."	10. Enters the turret and closes the turret shield door. Announces, "Turret shield door closed." Connects CVC helmet to the intercom.	
11. Turns TURRET DRIVE switch to ON. Announces, "Turret drive on."	11. Disengages travel lock, announces, "Travel lock disengaged."	
12. Commands, "Resume mission."	12. Responds, "Gunner ready."	12. Responds, "Driver ready."
13. Reports to platoon CP, "Squad _____, reload complete, resuming air defense mission."		

**PERFORMANCE MEASURES (M6 Linebacker):**

SQUAD LEADER	GUNNER	DRIVER	LOADER
1. Commands, "Reload coax."	1. Traverses turret to 6400-mms and elevates the gun to 300-mms. Engages travel lock and announces, "Travel lock engaged." Ensures the ARM-SAFE-RESET switch is in SAFE.	1. Monitors communications and observes for enemy threat.	1. Removes the coax ammunition behind the driver.
	2. Opens turret shield door and announces, "Turret shield door open."		2. Inspects the 100-round belts and links the belts together.
			3. Takes the double-CLAW end of the ammunition belt and hangs the first three rounds on the left edge of the ready-box with the rounds facing outward.
			4. Feeds the ammunition in a left-to-right pattern until the ready-box is full.
5. Receives ammunition box from the Loader			5. Hands ammunition box to commander.
	6. Closes the turret shield door. Announces, "Turret shield door closed."		6. Takes travel position.
7. Announces, "Coax reloaded."	7. Disengages travel lock, announces, "Travel lock disengaged."		
8. Turns TURRET DRIVE switch to ON. Announces, "Turret drive on."			
9. Commands, "Resume mission."	9. Responds, "Gunner ready."	9. Responds, "Driver ready."	9. Responds, "Loader ready."
10. Reports to platoon CP, "Squad _____, reload complete, resuming air defense mission."			

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-10. Crew Drill 44-4-D518.

**TASK:** Perform Immediate/Misfire Action on the Turret Weapons System (44-4-D518).

**CONDITION:** The gunner announces, "Misfire (specific weapon system)."

**STANDARDS:** In MOPP ready to MOPP2, performs misfire procedures on the M242 25-mm gun within 1 minute, the M240C 7.62-mm machine gun within 1 minute, and the TOW missile system within 1 minute; in MOPP3 to mask only, within 2 minutes for each weapon system.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M2/M6 complete with basic issue items.
- (2) One M242 25-mm gun.
- (3) One M240C 7.62-mm coaxial machine gun (installed).
- (4) 200 rounds of 7.62-mm linked dummy ammunition.
- (5) 2 TOW missile simulator rounds.
- (6) MOPP gear.

b. Training Site: Train this drill in any flat, open space, large enough to park the vehicle.

c. Unit Instructions: The M2/M6 squad has a misfire and must perform immediate action to correct the misfire.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to perform immediate/misfire action on the M2/M6 turret weapons system in a tactical situation. The squad must perform the immediate/misfire action within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp area is clear before issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. Ammunition must be handled with care. Do not bump primers against any hard surface. Ensure that the weapon is pointed in the primary direction of fire.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

(1) Tell the squad members what their duties are in the drill.

(2) Read the performance measures of the drill to the squad members.

(3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The gunner announces, "Misfire (specific weapon system)."

**PERFORMANCE MEASURES (25-mm):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
1. Monitors communications and continues to observe enemy target.	1. Announces, "Misfire, 25-mm gun."	1. Monitors communications and observes for new enemy threat.
	2. Ensures the ARM-SAFE-RESET switch is in ARM.	
	3. Releases the trigger switches and waits 5 seconds.	
	4. Verifies bolt position indicator on feeder assembly is in MISFIRE.	

**PERFORMANCE MEASURES (25-mm):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
	5. Ensures that the SEAR light is flashing on the weapons control panel.	
	6. Presses SINGLE-SHOT (SS) button for selected ammunition on the weapons control panel.	
	7. Presses the MISFIRE button. Ensures MISFIRE lamp goes out.	
	8. Squeezes the trigger switch and announces, "On the way."	
	9. Verifies bolt position indicator is in SEAR and ensures SEAR indicator lamp on the weapons control panel is on. Selects high rate for the ammo needed.	
	Reacquires target and announces, "On the way." Squeezes trigger switch on gunner's control handles.	

**PERFORMANCE MEASURES (240C):**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
1. Monitors communications and continues to observe enemy target.	1. Announces, "Misfire,, coax."	1. Monitors communications and continues to observe enemy target.
2. Turns TURRET DRIVE switch to OFF. Announces, "Turret drive off."	2. Moves ARM-SAFE-RESET switch to SAFE.	
3. Opens the coaxial access doors.		
4. Pulls the charger handle back until the bolt locks to the rear (observes for ejection of spent round).		
5. Closes the coaxial access doors.		
6. Turns TURRET DRIVE switch to ON. Announces, "Turret drive on."	6. Moves ARM-SAFE-RESET switch to ARM.	

**PERFORMANCE MEASURES (240C):**

SQUAD LEADER	GUNNER	DRIVER
	7. Reacquires target and announces, "On the way." Squeezes trigger switch on gunner's control handles.	

**PERFORMANCE MEASURES (TOW):**

SQUAD LEADER	GUNNER	DRIVER
1. Monitors communications and continues to observe enemy target.	1. Announces, "Misfire, TOW missile." Attempts to fire TOW missile again.	1. Monitors communications and observes for new enemy threat.
	2. Moves ARM-SAFE-RESET switch to RESET, then SAFE.	
	3. Presses the TOW button on the TOW control panel.	
	4. Reselects the misfired TOW missile on the TOW control panel.	
	5. Moves ARM-SAFE-RESET switch to ARM.	
	6. Reacquires target and announces, "On the way." Attempts to fire the missile again.	
Note: If weapon fires, continue the mission. If weapon fails to fire, select the second TOW missile and perform crew drill on the misfired missile when tactical situation permits.		

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-11. Crew Drill 44-4-D519.

**TASK:** Remove a Misfired TOW Missile (M2) (44-4-D519).

**CONDITION:** The gunner announces, "Misfire, TOW missile."

**STANDARDS:** In MOPP ready to MOPP2, the M2 squad must safely remove a misfired TOW missile from the TOW launcher within 10 minutes, and mark it with the appropriate markings; in MOPP3 to mask only, within 12 minutes.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

(1) One M2 complete with basic issue items.

(2) Two TOW missile simulator rounds.

(3) Appropriate colored markings per unit SOP.

(4) MOPP gear.

b. Training Site: The training site can be any type of terrain that will allow maneuverability and safety while performing the drill.

c. Unit Instructions: The M2 squad has a misfired TOW missile and immediate action has been applied. The tactical situation permits the M2 squad to perform this drill.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to remove a misfired TOW missile from the TOW missile launcher on the M2 in a tactical situation. The squad must remove the misfired TOW missile within the prescribed time limit.

b. Safety/Fratricide: The squad leader must visually ensure the ramp area is clear prior to issuing commands to raise or lower the ramp. He must also ensure the ammunition storage doors and all hatches are closed and secured before the turret is traversed. The turret travel lock must be engaged and the turret drive off before entering or exiting the turret. Ammunition must be handled with care.

c. Demonstration (optional): Have a trained squad demonstrate the drill. Explain the squad's actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

- (1) Tell the squad members what their duties are in the drill.
- (2) Read the performance measures of the drill to the squad members.
- (3) Have each squad member explain his role in the drill, including the performance measures for which he is responsible.

**WALK-THROUGH INSTRUCTIONS:**

- a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.
- b. Initiating Cue: The gunner announces, "Misfire, TOW missile."

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	DRIVER	STINGER TEAM CHIEF	STINGER GUNNER
	1. Announces, "Misfire, TOW missile." Moves ARM-SAFE-RESET switch to RESET, then to SAFE.	1. Monitors intercommunications and observes for ground threat.		1. Continues to provide air defense coverage.
2. Commands the Stinger team chief to assume communications with the platoon CP.			2. Assumes communications with the platoon CP and conducts a radio check.	

**DANGER**  
**TOW missile and CGE/DCGE could be damaged if umbilical connector is extended down into TOW missile launcher when TOW missile is loaded. If extended umbilical connector cannot be withdrawn, do not load TOW missiles. Notify unit maintenance.**

**DANGER**

Damaged TOW missiles can hangfire. Soldiers could be killed or injured. Except in combat situation, do not load TOW missile if either end is damaged or if humidity indicator on rear diaphragm is pink.

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	DRIVER
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**CAUTION**

Handle TOW missiles with extreme care to avoid damage to plastic diaphragm at each end of TOW missile. If a TOW missile with damaged diaphragm is loaded and fired, it can misfire. Restow damaged TOW missiles and turn them in to chain of command.

3. Ensures the stabilization switch is set to ON. Announces, "Stabilization switch on." Directs driver to seek a hull-down position.	3. Ensures the TOW missile launcher remains up and down range by squeezing the gunner's control handles.	3. Seeks a covered or hull down position and pivots the vehicle to 1600-mms or 4800-mms as directed by the squad leader.
4. Sets TURRET DRIVE POWER switch to OFF and announces, "Turret drive and turret power switches off."	4. Engages travel lock. Announces, "Travel lock engaged." Opens the gunner's hatch, disconnects the CVC helmet, and exits the turret. Climbs onto the vehicle deck and prepares to remove the misfired TOW missile.	4. Opens driver's hatch, disconnects the CVC helmet, and exits the vehicle. Closes the driver's hatch.
5. Provides local security.		5. Dismounts vehicle and prepares to receive misfired TOW missile from the gunner.
	6. Unlocks the loading handle(s) and removes misfired TOW missile.	

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>DRIVER</b>
7. Designates to the driver the distance and location for the misfired TOW missile to be placed.	7. Hands misfired TOW missile down to the driver.	7. Receives the misfired TOW missile from the gunner and moves it to a safe distance (at least 200 meters) from the vehicle
		8. Marks the position of the misfired TOW missile with appropriate colored markings, and returns to the vehicle.
	9. Enters turret and reconnects the CVC helmet to the intercom. Disengages travel lock. Announces, "Travel lock disengaged."	9. Mounts vehicle and opens driver's hatch. Enters driver's compartment and reconnects the CVC helmet to the intercom.
10. Turns TURRET POWER and TURRET DRIVE switches to ON. Announces, "Turret power and turret drive on."		
11. Assumes communications from the Stinger team chief and reports the existence and location of the misfired TOW missile to the platoon CP.		
12. Commands, "Report."	12. Responds, "Gunner ready."	12. Responds, "Driver ready."

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-12. Crew Drill 44-4-D520.

**TASK:** Perform Stinger Missile Load/Reload (M6) (44-4-D520).

**CONDITION:** The squad leader commands, "Stinger missile reload."

**STANDARDS:** In a nonchemical environment or in MOPP ready to MOPP2, the squad must perform Stinger missile load/reload procedures on the M6 within four minutes. In MOPP3 to mask only, or during night operations the time is increased to six minutes.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M6 complete with basic issue items.
- (2) Four M60 field-handling trainers.
- (3) Individual weapons, NBC protective clothing, LCE or LBV, and Kevlar.
- (4) Two argon bottles.

b. Training Site: Perform this drill in an area that allows good cover and concealment from enemy observation (both air and ground).

c. Unit Instructions: The squad is either alerted for a mission and must prepare their M6 for combat or they have expended all or part of their missiles from the SVML. The MAIN POWER selector is in the ON position. Inspect SVML and missiles, and install two new argon bottles before starting the drill.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to load missiles into the system. To do this in a tactical situation, the squad must load four missiles (FHTs) within prescribed time limits.

b. Safety/Fatricide: The squad must be extremely cautious at all times when climbing into or out of the turret or vehicle hatches, especially during wet weather. The ARM switch will remain in the SAFE position to prevent accidental firing of the missiles. Captive flight trainers will not be used for practicing missile load drills.

c. Demonstration (optional): If another squad has successfully performed the drill, have that squad demonstrate the drill. Describe its actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

- (1) Tell the squad members what their duties are in the drill.
- (2) Read the performance measures for the drill to the squad members.
- (3) Have squad members explain their performance measures to ensure that they understand them.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Missile load/reload."

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	LOADER	DRIVER
1. Commands, "Load Stinger missiles."	1. Replies, "Roger." Sets SCB mode switch to LAUNCHER UP position and sets both ARM switches to SAFE. Turns turret to 4600 MILS.	1. Replies, "Roger," and unlatches first two missiles to be loaded.	1. Replies, "Roger." Performs search and scan procedures and monitors communications.
	2. Announces, "Engaging the turret travel lock."		

**CAUTION**  
While pressing the cargo hatch override switch, stay clear of the moving SVML.

3. Pulls out the missile circuit breaker on the SDU.	3. Turns SCB mode switch to the ON position and lowers Stinger launcher.	3. Opens cargo hatch and announces, "Deck clear, pressing cargo hatch override switch." Announces, "Lower Stinger pod."	
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**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	LOADER	DRIVER
4. Turns turret drive system switch to OFF.	4. Exits turret through gunner's hatch and checks Argon bottles' pressure gauges for a minimum 3500 PSI. Positions himself to the left side of the cargo hatch.	4. Performs missile PMCS on first missile.	
	5. Unlatches and opens the upper / inter Stinger launcher armor door.		
	6. Unlatches and opens SVML access door.		

**DANGER**

**Do not load any missile round that has any evidence of having been exposed to extreme heat; such as any visible evidence of scorched, charred, melted, or burnt launch tube or components. Failure to comply could result in injury or death.**

	7. Removes dust covers, inspects electrical connectors for burnt, bent, or broken pins. Inspects Argon gas port for dirt, dust, moisture, or damage.		
	8. Installs first missile into SVML aft end first, while checking alignment of Argon gas and electrical connectors. Latches missile into SVML brackets (listens for click of latch). Checks to ensure missile is securely latched without exerting excessive force.	8. Hands missile out through the cargo hatch to the gunner.	
	9. Repeats step 8 for second missile.	9. Repeats steps 4 and 8 for second missile.	
	10. Closes and latches Stinger SVML access door.	10. Unlatches and opens lower/ outer Stinger armor door.	

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	LOADER	DRIVER
	11. Closes and latches upper/inter Stinger armor door.	11. Unlatches, opens, and removes Stinger SVML access door and places it on the cargo hatch.	
	12. Enters turret through gunner's hatch.	12. Inspects electrical connectors for bent, burnt, or broken pins. Inspects Argon gas ports for dirt, dust, moisture, or damage.	
		13. Performs PMCS on third missile.	
		14. Installs lower inside missile into SVML aft end first, while checking alignment of Argon gas and electrical connectors. Latches missile into SVML brackets (listens for click of latch). Checks to ensure missile is securely latched without exerting excessive force.	
		15. Repeats steps 13 and 14 to install lower outside missile.	
		16. Replaces, closes, and latches Stinger SVML access door.	
		17. Closes and latches Stinger SVML armor door.	
		18. Reports to commander, "Stinger launcher uploaded."	
19. Pushes in the missile circuit breaker on the SDU after the launcher is raised. Turns turret drive system to ON.	19. Turns SCB mode switch to LAUNCHER UP position and squeezes actuator handles to raise Stinger launcher.	19. Presses cargo hatch override switch and announces, "All clear, raise Stinger launcher."	

	20. Unlocks turret travel lock. Turns turret to PTL.	20. Closes cargo hatch.	
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**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	LOADER	DRIVER
21. Informs platoon CP, "Ready for action."	21. Verifies missiles reload, Sets SCB mode switch to ENGAGE position, and places both ARM switches to ARM.		
Notes:			
1. During wartime condition, the Stinger launch tubes must be destroyed when time permits.			
2. Time starts when squad leader commands, "Load Stinger missiles." Time stops when squad leader informs platoon CP, "Ready for action."			

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-13. Crew Drill 44-4-D521.

**TASK:** Convert the System to MANPADS Configuration (M6) (44-4-D521).

**CONDITION:** The squad leader observes a malfunction on the SMVL.

**STANDARDS:** In a nonchemical environment or MOPP ready to MOPP2, the squad must perform procedures to convert to MANPADS on the M6 within two minutes. In MOPP3 to mask only, or during night operations the time is increased to three minutes.

**SUPPORTING INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** See Appendix B, Arm and Hand Signals.

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M6 complete with basic issue items.
- (2) Two M60 field-handling trainers.
- (3) Individual weapons, NBC protective clothing, LCE or LBV, and Kevlar helmet.

b. Training Site: Perform this drill in an area that provides good cover and concealment from enemy observation (both air and ground).

c. Unit Instructions: The system is emplaced. Due to equipment failure, terrain characteristics which do not support the use of the M6 or the combat mission dictates a MANPADS configuration; the squad must rapidly convert their M6 system to MANPADS.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to convert the M6 system to MANPADS. To do this in a tactical situation, the squad must convert from M6 operations to MANPADS operations within the prescribed time limits.

b. Safety/Fratricide: The squad must be extremely cautious at all times when climbing into or out of the turret or vehicle hatches, especially during wet weather. Captive flight trainers will not be used during drill training.

c. Demonstration (optional): If another squad has successfully performed the drill, have that squad demonstrate the drill. Describe its actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

- (1) Tell the squad members what their duties are in the drill.
- (2) Read the performance measures for the drill to the squad members.
- (3) Have squad members explain their performance measures to ensure that they understand them.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The squad leader commands, "Convert to MANPADS."

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
1. Commands, "Halt vehicle, convert to MANPADS."	1. Replies, "Roger."	1. Replies, "Roger," and removes IFF, gripstocks and BCUs from BCU compartment.	1. Replies, "Roger," and halts vehicle as directed.
2. Verifies turret travel lock is locked and turns turret drive system to the OFF position. Removes the IFF and hands it to the gunner.	2. Turns turret to 12 o'clock, sets the SCB mode switch to LAUNCHER UP position, and sets ARM/SAFE switches to SAFE. Announces, "Locking turret," and removes CVC helmet. Receives the IFF from BC.	2. Starts installing gripstocks and BCUs.	
3. Verifies the SCB mode switch is in the LAUNCHER UP position and that both ARM/SAFE switches are set to SAFE.	3. Announces, "Exiting turret." Puts on Kevlar, LCE or LBV, manpack radio and removes ready-round from rack.	3. Announces to the Squad Leader, "Stinger team ready for dismount."	

**PERFORMANCE MEASURES:**

SQUAD LEADER	GUNNER	LOADER	DRIVER
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**DANGER**  
**A moving ramp can injure or kill soldiers and damage equipment. Visually ensure ramp is clear prior to issuing command.**

4. Announces, "All clear, lower ramp, Stinger team dismount." (Relays clock azimuth of target to the loader in a hasty engagement).	4. Commands "Dismount." Relays clock azimuth to the loader in a hasty engagement.	4. Receives command to dismount. Removes CVC helmet and puts on Kevlar. Removes ready-round from rack and dismounts vehicle.	4. Lowers ramp. Responds, "Ramp lowered."
5. Announces, "Unlocking turret, ramp clear, raise ramp." Turns turret drive system to the ON position.	5. Dismounts vehicle and places ready-round on the ground.	5. Connects IFF cable and calls out, "Ready." Begins searching for aircraft.	5. Raises ramp when clear.
6. Monitors FBCB <sup>2</sup> /HTU. Continues to update dismount team, with search and scan procedures.	.		6. Searches for ground targets using search and scan procedures.

**Notes:**

1. On the M6 vehicles, remove the IFF from the turret.
2. Time starts when squad leader commands, "Convert to MANPADS." Time stops when the Stinger team gunner's feet hit the ground.

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldier's complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
44-177-15-MTP	44-1-3534.44-L30H	PLAN AIR DEFENSE
44-177-15-MTP	44-1-9046.44-L30H	CONDUCT RSOP
44-177-15-MTP	44-5-2190.44-L30H	ESTABLISH A LIAISON TEAM
44-177-15-MTP	44-1-2187.44-L30H	PROVIDE COMMAND AND CONTROL
44-177-15-MTP	44-2-7008.44-L30H	CONDUCT AIR DEFENSE OPERATIONS
44-177-15-MTP	44-1-C220.44-L30H	USE PASSIVE AIR DEFENSE MEASURES
44-177-15-MTP	44-1-C221.44-L30H	TAKE ACTIVE COMBINED ARMS AIR DEFENSE MEASURES AGAINST AERIAL PLATFORMS
44-177-15-MTP	03-3-C224.44-L30H	CONDUCT OPERATIONAL DECONTAMINATION
44-177-15-MTP	03-3-C201.44-L30H	PREPARE FOR OPERATIONS UNDER NBC CONDITIONS

3-14. Crew Drill 44-4-D522.

**TASK:** Perform Stinger Missile Hangfire, Misfire, and Dud Procedures on the M6 (44-4-D522).

**CONDITION:** Stinger weapon fails to fire after 5 seconds.

**STANDARDS:** This drill is accomplished when the squad has performed all the hangfire, misfire, and dud procedures. No time standards are assigned for this task. This drill will be accomplished in MOPP levels 0 through 4 and during night operations.

**SUPPORTED INDIVIDUAL TASKS:** See Appendix A, Individual Task-to-Drill Matrix.

**ILLUSTRATIONS:** N/A

**SETUP INSTRUCTIONS:**

a. Resources:

- (1) One M6 complete with basic issue items.
- (2) Two M60 field-handling trainers.
- (3) Individual weapons, NBC protective clothing, LCE or LBV, and Kevlar helmet.

b. Training Site: Perform this drill in an area that provides good cover and concealment from enemy observation (both air and ground).

c. Unit Instructions: The squad members are at their assigned positions. The gunner is engaging a hostile aircraft with a missile. The squad must react to the emergency condition.

**TALK-THROUGH INSTRUCTIONS:**

a. Orientation: The task is to perform hangfire, misfire, and dud procedures. To do this in a tactical situation, the squad must identify and take immediate action to correct the malfunction in a safe and secure manner. Before beginning the drill training, ensure that each squad member knows the purpose of the drill and is briefed on safety awareness.

b. Safety/Fratricide: Use extreme caution when handling a suspected missile that has failed to fire. For a hangfire, misfire, or dud missile, gunner must remain inside the turret for a period of 10 minutes before exiting the turret. Death or injury may result.

c. Demonstration (optional): If another squad has successfully performed the drill, have that squad demonstrate the drill. Describe its actions using the performance measures as a guide. After the demonstration, summarize.

d. Explanation:

- (1) Tell the squad members what their duties are in the drill.
- (2) Read the performance measures for the drill to the squad members.
- (3) Have squad members explain their performance measures to ensure that they understand them.

**WALK-THROUGH INSTRUCTIONS:**

a. Use the crawl-walk-run method of training. Start the training slowly. Correct any mistakes the squad members make as they go. Do not proceed until the drill is done right. After the squad members demonstrate their proficiency at a slow pace, let them do it faster. Remember however, that safety is never sacrificed for speed. Watch carefully to make sure the squad members achieve all of the standards for the drill.

b. Initiating Cue: The gunner announces, "Hangfire, misfire, or dud."

Notes:

- A hangfire is a delay in functioning of the explosive components caused by electronic malfunction, loose electrical connections, faulty explosive devices, et cetera. The delay may be a split second to several minutes.
- A misfire is a complete failure to fire.
- A dud missile situation occurs when the flight motor does not fire after the missile has ejected from the launch tube.
- Tactical situations determine how a hangfire or misfire would be handled. In a combat environment, another missile would be selected and the mission would continue to have priority. However, in a training exercise, service practice, or as tactical situation permits, perform the steps on the next page.

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
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**DANGER**

**For a hangfire, misfire, or dud missile, personnel other than the gunner should evacuate area around missile to a distance of 670 feet. Missile must remain loaded for 60 minutes after misfire before being unloaded for disposal. Death or injury may result.**

**WARNING**

The front portion of a hangfire or misfire missile may remain hot for up to one hour after the occurrence; proper precautions should be taken in handling the missile round.

1. Acknowledges, "Roger."	1. Announces, "Missile hangfire."		
	2. Continues tracking target and attempts to fire missile again if MISSILE STATUS SELECT /PRESENT light on SCB remains on. Missile fails to launch.		
	3. Releases lower thumb switch and trigger switch. Announces, "No launch."		
	4. Ensures missile uncage verify symbol in SVM goes out.		
	5. Presses MISSILE SEQ, Push Button to select another missile (if situation permits). MISSILE STATUS SELECT/PRESENT light comes on and flashes to identify next missile to be fired. Continues engagement.		
6. Announces "Evacuate, misfired missile."	6. Announces, "Missile status indicator is flashing on and off, misfired missile."		

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
---------------------	---------------	---------------	---------------

<p>7. Commands, "Gunner position turret away from personnel, elevate missile pod to +20 degrees, and wait 10 minutes before exiting the turret."</p>	<p>7. Acknowledges, "Roger." Presses and releases the UPPER left/right thumb switch.</p> <ul style="list-style-type: none"> <li>a. "Ensures activate symbol on SVM display is removed."</li> <li>b. Ensures MISSILE SELECT light on SCB stops flashing.</li> <li>c. Moves ARM switch on SCB down to safe and lower cover. Ensures ARM light goes off.</li> <li>d. Moves ARM-SAFE-RESET switch on WCB to RESET, then to safe. Ensures ARM light on WCB extinguishes.</li> <li>e. Sets STAB switch to STAB ON.</li> <li>f. Picks a reference point up and down range. Keeps this reference point in the center of the sight as the driver traverse the hull.</li> </ul>		
<p>8. Directs driver to traverse hull. Notifies platoon CP of missile misfire.</p>			<p>8. Driver will traverse the hull until turret is at 4800 mms as referenced by the squad leader's azimuth indicator.</p>

**PERFORMANCE MEASURES:**

<b>SQUAD LEADER</b>	<b>GUNNER</b>	<b>LOADER</b>	<b>DRIVER</b>
---------------------	---------------	---------------	---------------

<p>9. Ensures that gunner keeps weapon up and down range during this maneuver. Notifies driver to stop traversing hull when 4800 mms is indicated on Azimuth indicator.</p>	<p>9. Sets mode switch on SCB to LAUNCHER UP.</p> <ul style="list-style-type: none"> <li>a. Ensures CDT displays LAUNCHER UP.</li> <li>b. Pulls all three SDU circuit breakers out to remove power to STINGER system.</li> <li>c. Shuts down turret.</li> <li>d. Waits 10 minutes after turret has been shut down before continuing.</li> </ul>		
<p>10. Makes sure that 10 minutes have passed. Commands, "Lower ramp exit vehicle." Exits turret through commander's hatch.</p>	<p>10. Exits turret through commanders hatch.</p>	<p>10. Exits vehicle out through the rear.</p>	<p>10. Lowers ramp, shuts down carrier. Exits vehicle out through the rear.</p>
<p>11. Waits a total time of 60 minutes.</p>			

Notes:

- Operations may continue as planned provided the SVML containing a misfired missile is not pointed toward personnel, equipment, or buildings within 100 meters for a period of 10 minutes following the misfire event. Other missiles may be fired during the 10-minute control period, and there is no requirement to abort the mission.
- Upon mission completion, but not less than 60 minutes after misfire event, the crew may remove the missile from the SVML.
- Squad unloads missile per TM 9- 2350-361-10-2.

**COACHING POINT:** If needed, correct the soldier after he completes a performance measure. Soldiers complete performance measures in sequence, and like-numbered performance measures simultaneously.

**RUN-THROUGH INSTRUCTIONS:** The trainer should practice the soldiers in this drill until they can perform the drill according to the standards without the drill book. The initial run through should be conducted slowly. The soldiers change positions in order to learn all steps and standards.

**PERFORM:** When the soldiers can perform this drill according to the standards, the platoon leader should evaluate them.

**SUPPORTED T&EOs**

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## GLOSSARY

**AC, ac**

Active Component; assistant commandant; alternating current; aircraft

**ADA**

air defense artillery

**AP**

armor-piercing; ammunition point

**APDS-T**

armor-piercing discarding sabot-tracer

**ARTEP**

Army Training and Evaluation Program

**attn**

attention

**BCU**

battery coolant unit

**BFV**

Bradley Fighting Vehicle

**BSFV**

Bradley Stinger Fighting Vehicle

**cdr**

commander

**CFT**

captive flight trainer

**CGE**

command guidance electronics

**CM**

crew member; cruise missile

**CP**

command post

**crew drill**

A collective action that the crew of a weapon or piece of equipment must perform to use the weapon or equipment successfully in combat or to preserve life. This action is a trained response to a given stimulus such as leader's simple order or the status of the weapon or equipment. It requires minimal orders to accomplish and is standard for the weapon or equipment throughout the Army.

**CVC**

combat vehicle crewman

**DA**

Department of the Army

**DCGE**

digital command guidance electronics

**EPLRS**

enhanced position location reporting system

**EW**

early warning; electronic warfare

**FAAD**

forward area air defense

**FH**

frequency hopping

**FHT**

field handling trainer

**FM**

field manual; frequency modulation

**FW**

fixed wing

**HE**  
high explosive

**HEI-T**  
high-explosive incendiary-tracer

**HTU**  
handheld terminal unit

**IFF**  
identification, friend or foe

**individual task**

a unit of work activity that constitutes a logical and necessary step in the performance of a job or duty. Descriptions of the task statement should be detailed enough to provide minimal step-by-step directions and guidance that an individual in training could follow to complete the task successfully. A task is the smallest unit of behavior in a job that describes the performance of a meaningful function in the job under consideration.

**ISU**  
integrated sight unit

**LBV**

**LCE**  
load-carrying equipment

**MANPADS**  
man-portable air defense system

**mm**  
millimeter

**MOPP**  
mission-oriented protective posture

**MOS**  
military occupational specialty

**MTP**  
mission training plan; MOS training plan

**NBC**  
nuclear, biological, and chemical

**O/C**  
observer/controller

**OPORD**  
operation order

**PMCS**  
preventive maintenance checks and services

**PSI**  
pounds per square inch

**PTL**  
primary target line

**RSOP**  
reconnaissance, selection, and occupation of position

**RW**  
rotary wing

**SDU**  
standalone display unit; Stinger distribution unit

**SHORAD**  
short-range air defense

**SINCGARS**  
single-channel ground and airborne radio system

**SM**  
soldier's manual

**SOF**

special operation forces; sector of fire -- an area which is required to be covered by fire by an individual, weapon, or unit.

**SOP**

standing operating procedure

**STP**

soldier training publication

**SVML**

standard vehicle-mounted launcher (missile pod)

**T&EO**

training and evaluation outline

**TG**

trainer's guide

**THT**

tracking head trainer

**TM, tm**

technical manual; theater missile

**TOE**

table of organization and equipment

**TOW**

tube-launched, optically tracked, wire-guided (missile)

**TPT**

troop proficiency trainer; target practice tracer

**TRADOC**

Training and Doctrine Command

**UAV**

unmanned aerial vehicle

**US**

United States

**USAADASCH**

United States Army Air Defense Artillery School

**WCS**

weapon control status

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By Order of the Secretary of the Army:

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General, United States Army  
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